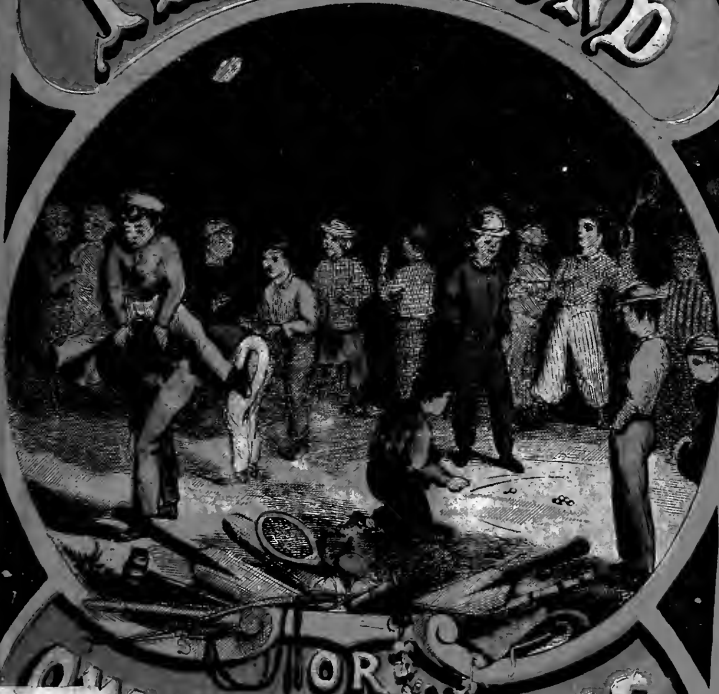


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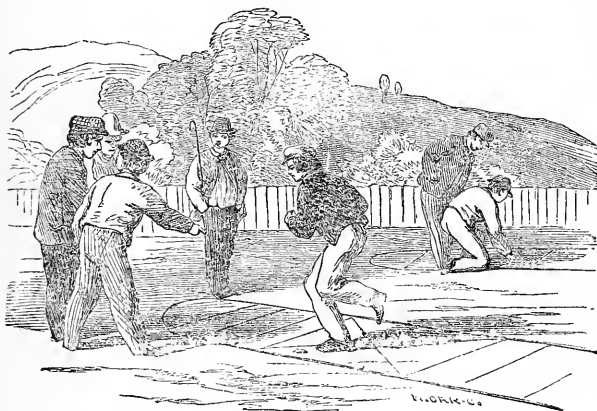
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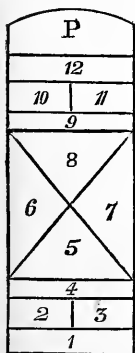
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HOP-SCOTCH.

THIS is a game played by hopping on one foot and kicking an oyster-shell or small flat stone from one compartment to the other, without halting the lifted foot, except in one case, to the ground, and without suffering the shell to rest on any of the lines. A diagram is first drawn similar to the subjoined. It consists of thirteen compartments, twelve being numbered, and the last one having a large P, standing for plum-pudding. In commencing the game, the players take their stand at the place marked by a star, and "quoit" for innings. He who can go nearest to the P, plays first.



*

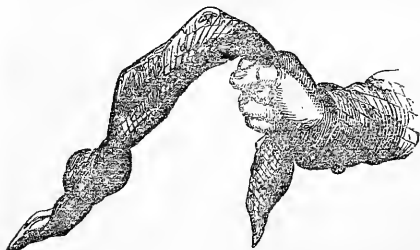
Method of Playing.—The winner begins by throwing his shell into No. 1; he then hops into the space, and kicks the shell out to the star*; he next throws the shell into No. 2, kicks it from No. 2 to No. 1, and thence out. He then throws it into No. 3, kicks it from 3 to 2, from 2 to 1, and out. He next throws it into No. 4, kicks it from 4 to 3, from 3 to 2, from 2 to 1, and out; and so he proceeds till he has passed the cross and comes to No. 7, when he is permitted

to rest himself, by standing with one foot in No. 6 and the other in No. 7; but he must resume hopping before he kicks the shell home. He then passes through the beds 8, 9, 10, and 11, as he did those of 1, 2, 3, 4, 5, &c., and so on, till he gets to P, when he may rest, and placing his shell on the P, he is required, while standing on one foot, to kick it with such force as to send it through all the other beds to * at one kick. If one player throws his shell into the wrong compartment, or when he is kicking it out, he loses his innings, as he does also if the shell or his foot at any time rests on a line, or if he kicks his shell out of the diagram.

I SPY

Is a good game for the play-ground or the field. The players separate into two parties; one party must hide their eyes in a chosen base or *home* (and no peeping allowed), while the rest seek out the best hiding-places they can find. One of the hiding party waits until his companions are hidden, and then ensconces himself in some nook, crying "Whoop" as he does so, as a signal to the opposing party that they may sally forth. The object of the hidden ones is to rush out suddenly, and touch one of the opposing party, before they can retreat to the shelter of the "*home*." On the other hand, if one of the seekers can detect the lurking-place of any foe, he gives the alarm by crying—"I spy Jones!" or "I spy Robinson!" whereupon the said Jones or Robinson must come out and try to touch one of the retreating crew, who scour away home at his appearance. Every one thus touched counts *one* toward the side of the player who touched him. When all that are of one side have come out of their concealment, the opposite party take their turn at hiding; and the side which manages to touch most of the enemy's men, wins the game.

BASTE THE BEAR.



AN INSTRUMENT OF TORTURE.

The boys who are to play at this game begin by twisting their handkerchiefs into the form of whips, with a knot at the end—a thing which most boys can do uncommonly well. A boy is then fixed upon to act "Bear." He crouches down, holding a cord in his hands, while another boy, who represents his master, seizes the opposite end. The boys try to hit the bear with their pocket handkerchiefs, while the master's aim is to touch one of them, without letting go the rope, or overbalancing the bear, who, from his squatting position, is easily overturned by a jerk of the rope. The first

boy touched takes the bear's place, while the late bear becomes bear-leader, and the leader joins the assailants. This is a capital game, requiring the three qualities we like to see developed by all boys—temper, ability, and endurance. Care must be taken, however, that the handkerchiefs are not knotted too tightly, and that the assailants are forbearing with the bear, whose position would otherwise become unbearable.

PITCH-STONE.

This game is played by two boys, each of whom takes a smooth, round pebble. One player then throws his pebble about twenty feet before him, and the next tries to strike it with his stone, each time of striking counting as one. If the two pebbles are near enough for the player to place one upon the other with his hand, he is at perfect liberty to do so, and it will count one for him. It is easy enough to play at this game when the pebbles are at some distance apart; but when they lie near each other, it is very difficult to take a good aim, and yet send one's own pebble beyond the reach of the adversary's aim. Two four-pound cannon-balls are the best objects to pitch, as they roll evenly, and do not split, as pebbles always do when they get a hard knock. The game is ten, and whoever gets ten first, wins the game.

AMERICANS AND ENGLISH.



This is a very merry old game, and one of the simplest kind. Two captains are named, who choose their men alternately, until all the players are divided into two equal parties. A line is chalked or scratched on the ground, and all the players take hold of each other as represented in the engraving. The object of each party is, by dint of judicious pulling, to draw their adversaries over the line. This is not a mere matter of strength. It depends in a great measure upon the skill of the leaders, who show their skill by letting their respective followers know, by a secret sign, when they are suddenly to slacken their hold, and when to give a long pull, and a strong pull, and a pull altogether. We have seen, assisted, and led this game, hundreds of times, and never failed to find it productive of very great amusement. The game is not to be considered as won, unless the entire side has been dragged over the line.

FOX.

One player is termed Fox, and is furnished with a den, where none of the players may molest him. The other players arm themselves with twisted or knotted handkerchiefs (the ends tied in knots), and range themselves round the den waiting for the appearance of the Fox. When the Fox is ready he calls out, "Twice five is ten." The next answers, "Fox, Fox, come out of your den!" Thereupon, the Fox, being also armed with a knotted handkerchief, hops out. When he is fairly out, the other players attack him with their handkerchiefs, while he endeavors to strike one of them without putting down his other foot. If he does so, he has to run back as fast as he can, without the power of striking the other players, who baste him the whole way. If, however, he succeeds in striking one without losing his balance, the one so struck becomes Fox; and, as he has both feet down, is accordingly basted to his den.

COCK-FIGHTING.



This game, which is productive of fun, is a trial of skill between two players. It is also called "trussing." The players are made to sit down on the ground, and draw their legs up, clasping the hands together below the knees. A stick is then passed under the knees, and over the elbows of each player, as shown in the cut; and then the two players, being placed face to face, try to

overbalance each other, by pushing with the points of their toes. Of course, the hands may not be unclasped; and when a combatant rolls over, he lies quite helpless, until set up again by the spectators, or by his backers. The cock who overturns his adversary twice out of three times is considered to have won the fight.

HOPPING ON THE BOTTLE.

Various games are in vogue among boys, in which hopping on one foot is the principal object. Among these is one which not only assists in strengthening the limbs, but also teaches the performers the useful art of balancing themselves upon a movable substance. A wooden bottle, a round wooden log, or something of that description, is laid upon the ground, a mark is made at a certain distance, and the players have to hop from the mark upon the bottle, and retain their possession while they count a number agreed upon. In the olden times of Greece, this was considered an exercise of sufficient importance to give it a place at the public games. The performers in this case had to hop upon inflated leather bags, carefully greased, and of course, by their inevitable upsettings and floundering, caused great amuse-

ment to the spectators. The sports took place on the Dionysia, or festivals of Bacchus, when the vintage was gathered in, and the victor was appropriately rewarded with a cask of wine.

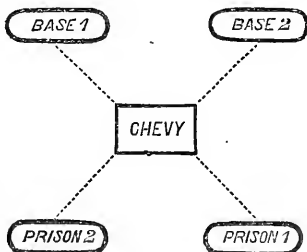
PRISONER'S BASE.



This is a capital game. It is a war in miniature, with attack, retreat, stratagems, bold sallies, with defeat and imprisonment for the vanquished, and honor and credit for the victors. The various incidents of this game, its exciting character, and the scope it affords for the display of activity, readiness, and ingenuity, give "Prisoner's Base" an undoubted right to the first place among play-ground games, not requiring toys. It is played in the following manner:

The players should be about sixteen to twenty in number. They are divided into two parties, the men being chosen alternately by two leaders or captains, so as to make the forces as equal as possible. Two bases are then marked out side by side, one for each party, and two prisons or smaller bases opposite the first, at about twenty yards distance—the prison belonging to base No. 1 being opposite to base No. 2 (see diagram), and *vice versa*. A player now

runs out from base No. 1, to the space between the bases and the prisons, and standing still, cries out, "Chevy, chevy chase, once, twice, thrice," which



is considered as a challenge to the opposite party in base No. 2; one of whom, accordingly, runs out to try and touch the challenger before he can get back to his own base. If he can succeed in this, then must the person thus touched go to the prison belonging to his base, and there remain until he is rescued by one of his own party sallying forth, and touching the prisoner, if he can manage to get to him without being himself touched by one of the opposite party. If, however, "chevy chase" gets back untouched to his own home, the pursuer in his turn is followed by another from the enemy's camp, and is liable to be touched. Thus, any player may sally forth and pursue any other of the opposite party *who has left* the base before him, with the intent to touch him before he can get back to his own base; and every one so touched must go to prison, until he is released by one of his own side getting to his prison and touching him. The two leaders, who of course are the best runners, should not quit their bases except in cases of emergency, as much depends upon their generalship. When several prisoners are in prison together, they may take hold of hands; and the last only need keep his foot in the prison, the rest stretching out in a diagonal line toward their own base. This shortens the distance the rescuer has to run to release one of them. No one who quits the base for the rescue of one prisoner may attempt to rescue another, until he has first returned to his base. When all the prisoners on both sides are released, the game begins again, by a "chevy" being given in their turn by the party last challenged; and it is seldom such a challenge passes without one or more prisoners being the result. The side which manages to send all its adversaries to prison, so that none remain to rescue them, wins the game.

There is a variety of this game in which no prisoner can be rescued; once touched, he is shut out of the game, which concludes when all on one side have been thus excluded. This way of playing at "Prisoner's Base" is, of course, more expeditious than the ordinary method; but far less amusing to those players who happen to get shut out early in the campaign, and have to walk about doing nothing until the contest is decided.

KING SENIO.

This sport, the name of which is probably a corruption of "King Cæsar," is rather a romp than a game, but it affords capital fun in cold weather. Two lines are drawn, at about seven or eight yards' distance from each other, on the ground. The players range themselves behind these lines, leaving the intermediate space clear. One of them, called the "king," stands in the vacant space. The object of the players is to run from one base to another, across this space, without being arrested by the king, who, on his part, must try to hold any one of them, while he taps him on the head, and repeats the following formula.

"One, two, three, I crown thee;
Now thou art in Senio's fee."

The player thus captured becomes one of the king's men, and must assist in

capturing his former comrades, in their expeditions from base to base. They, on their part, may *hop* some way out of a base, and *hop* back again, on the approach of danger; but if they *run* out, or put both feet to the ground, they may not return, but must run to the opposite base, be the risk what it may. When more than half the players have been captured, a rush is sometimes made by the stronger party into the bases, to capture the remainder *en masse*, as ships in war-time used to be taken by boarding; at any rate, the game must end sooner or later in the triumph of the king, whose power goes on increasing with every fresh capture; for when a man has once been taken, there is no way of redeeming him.

KING OF THE CASTLE.

The accompanying engraving will explain what this game is like. One of the players posts himself on "ground of vantage," and the rest try to pull him down from his elevated position. Sometimes the players divide into two parties, one for attack, and the other for defence, and a good deal of fun, not unmingled with tearing of jackets, is generally the result. In this sport, which is rather a rough one, boys should be particularly careful to "fight fairly," and to keep their tempers, though they may lose the game. Fair pulls and fair pushes only, are allowed in this game; the players must not take hold of any part of the clothes of the king, and must confine their grasps to the hand, the leg, or the arm. The player who succeeds in dethroning the king, takes his place, and is subjected to the like attacks.



SIMON SAYS.

This, if well managed, is a very comical game. The players are arranged as in Drill Sergeant, the player who enacts Simon standing in front. He and all the other players clench their fists, keeping the thumb pointed upward. No player is to obey his commands unless prefaced with the words, "Simon says." Simon is himself subjected to the same rules. The game commences by Simon commanding,—"*Simon says, turn down.*" on which he turns his thumbs downward, followed by the other players. He then says, "*Simon says, turn up,*" and brings his hands back again. Or, he may say, "*Simon says, wig-wag,*" when the whole party follow his example and twiddle their

thumbs. When he has done so several times, and thinks that the players are off their guard, he merely gives the word, "Turn up," or "Turn down," or "Wig-wag," without moving his hands. Some one, if not all, is sure to obey the command, and is subject to a forfeit. Simon is also subject to a forfeit, if he tells his companions to turn down while the thumbs are already down, or *vice versa*. With a sharp player enacting Simon, the game is very spirited.

SPANISH FLY.



The first boy out, by counting, sets a back as in playing "Leap-Frog," sideways, and the others follow. Then they all leap back; and then over him in the second position of leap-frog. In this last leap, the leader leaves his cap on the boy's back, and the others must jump over without displacing the cap, until the last, who must take it with him as he leaps. If either fail to do this, the failing boy sets a back for the rest, instead of the first boy out. This game may be varied by depositing a handkerchief rolled in a ball, or by "knuckling," that is, going over with

the hands clenched; or by "slapping," that is, placing one hand on the boy's back, and hitting him when going over; or in many other amusing ways. But whoever fails to do what he attempts, goes down, and becomes "back," instead of the other, who takes his place among the leapers.

FOLLOW MY LEADER.

The name of this game sufficiently indicates its nature. A quick, clever lad is chosen as "leader," and the other players have to follow him wherever he goes, to take any leap he chooses, to clamber up any steep place he has climbed; in fact, they must never desert him. The game may be made very amusing, if the leader have wit enough to set his followers such tasks as they can just manage to accomplish by dint of great exertion;—for instance, we have heard of a leader who made some of his followers, they being somewhat of the fat type of boys, crawl through the very narrow windows of an out-house, at the imminent risk of sticking in the middle, in their zeal to stick to their leader. The sailors on board ship often play at this game when they are "turned up," on a fine afternoon, to "skylark" or enjoy themselves; and Captain Marryat tells a tale of an impudent fellow of a sailor leader, who, after leading his followers a wild-goose chase all over the ship, ran off to the galley-fire, and blacked his face with the soot. All the

men had to do the same thing; and as they followed their leader, shouting and laughing, he led them to the end of the mainyard, and dropped off *into the sea*. Of course it was a point of honor to follow him, and sailors are not the men to hang back in such a case; but some of them, who could not swim, were nearly drowned. The sailor was called before the captain to be reprimanded; and touching his hat very respectfully, excused himself on the ground that the men were all so dirty, he thought a little washing would do them good—whereupon the captain laughed, and said no more about the matter.

MOUNT HORSE.



This game is best played by four boys of a side; one party being the Horses, and the other the Riders. The party to be Horses are determined by tossing up, and they arrange themselves in the following manner: No. 1 stands erect with his face to the wall; No. 2 places his head against the back of No. 1, and bends his back. No. 3 does the same at the back of No. 2, and No. 4 the same at the back of No. 3. The Riders now make their leaps. The first, making a run, must endeavor to leap over Nos. 4 and 3, to the back of No. 2, and the second rider to leap over No. 4, to No. 3; the last leaping on the back of No. 4. When thus seated, it is the province of the Horses to wriggle off the Riders, or to make their feet touch the ground, without falling themselves. They must not, in wriggling, touch the ground with any part of their bodies but their feet; and if they can succeed in making the Riders touch or fall off, they become Riders; and those who touch or fall, the Horses. The leader of the Riders has no Horse to

mount, the other leader standing against the wall. So he stands off, and counts twenty, or repeats the words, "Jump, little nag-tail, one, two, three," three times, adding, at the last time, "Off, off, off!" If the Riders can keep their seats while this is being done, or if any Horse gives way under the weight of the Rider, and comes to the ground, the Riders have another go. But if either of the Horses can wriggle off or throw his Rider, without himself touching the ground, except by his feet, then the Riders become Horses, and the Horses Riders. This play in England is called "Little Nag-tail." Before jumping on, the first Rider always cries out, "Warning!" or "Boot and Saddle!"

TOM TIDDLER'S GROUND.

This is a very favorite game with little boys, and may be considered as a modification of King Senio. A large base is formed by drawing a line across the play-ground, and one boy, called "Tom Tiddler," takes his station within it, while the others run in, crying out, "Here am I on Tom Tiddler's ground, picking up gold and silver." If Tom Tiddler can touch any boy while he is on his ground, the boy so touched takes his place as the guardian of the imaginary gold and silver.

TAG.



This game may be played by any number of boys. One of the players being chosen as Tag, it is his business to run about in all directions after the other players, till he can touch one, who immediately becomes Tag in his turn. Sometimes when the game is played it is held as a law that Tag shall have no power over those boys who can touch iron or wood. The players then, when out of breath, rush to the nearest iron or wood they can find, to render themselves secure. Cross-tag

is sometimes played, in which, whenever another player runs between Tag and the pursued, Tag must immediately leave the one he is after to follow him. But this rather confuses, and spoils the game.

MY GRANDMOTHER'S CLOCK.

In this amusing sport the players join hands, and extend their arms to their full extent. One of the outside players remains stationary, and the others run round him as fast as they can, which proceeding is called "wind-

ing the clock." In this manner the straight line becomes a confused spiral, and all the players get huddled together in a most laughable manner. The winding of the clock usually leads to such disorder that it is next to impossible to unwind it without breaking the line of boys.

BUCK, BUCK, HOW MANY HORNS DO I HOLD UP?

This is a very good game for three boys. The first is called the Buck, the second the Frog, and the third the Umpire. The boy who plays the Buck is blindfolded, and gives a back with his head down, on some wall or paling in front of him, and his hands on his knees. The Frog now leaps on his back, and the Umpire stands at his side: the Frog now holds up one, two, three, five, or any number of fingers, and cries, "Buck, Buck, how many horns do I hold up?" The Buck then endeavors to guess the right number; if he succeeds, the Frog then becomes Buck, and in turn jumps on his back. The Umpire determines whether Buck has guessed the numbers rightly or not.



BATTLE FOR THE BANNER.

This game is to be played from a mound, the same as in the engraving of King of the Castle, and it may consist of any number of players. Each party selects a Captain, and having done this, divide themselves into Attackers and Defenders. The defending party provide themselves with a small flag, which is fixed on a staff on the top of the mound, and then arrange themselves on its side and at its base, so as to defend it from the attacks of their opponents, who advance toward the hillock, and endeavor to throw down those that oppose them. Those that are so thrown on either side, are called "dead men," and must lie quiet till the game is finished, which is concluded either when all the attacking party are dead, or the banner is carried off by one of them. The player who carries off the banner is called the Knight, and is chosen Captain for the next game.

BULL IN THE RING.

This active, merry, noisy game can be played by any number of boys, and commences by their joining hands and forming a ring, having inclosed some boy in the middle, who is the Bull. It is the Bull's part to make a rush, break through the ring, and escape, and the part of the boys who form the ring to hold their hands so fast together that he cannot break their hold. Before making a rush the Bull must cry "Boe," to give warning, so

that the boys may grasp their hands more tightly. The whole ring generally replies to the Bull's challenge by crying "Boo" all together, and a pretty noise they make. When the Bull breaks through the ring, he is pursued until captured, and the boy who seizes him first is "Bull" when they return. A good "Bull" will lead them a pretty dance, clearing fences and ditches, and if he gets back and touches some mark agreed upon, near to where he broke through the ring, he is "Bull" again.

DRAWING THE OVEN.

Several boys seat themselves in a row, clasping each other round the waist, thus representing a batch of loaves. Two other players then approach, representing the baker's men, who have to detach the players from each other's hold. To attain this object, they grasp the wrists of the second boy, and endeavor to pull him away from the boy in front of him. If they succeed, they pass to the third, and so on until they have drawn the entire batch. As sometimes an obstinate loaf sticks so tight to its companion, that it is not torn away without bringing with it a handful of jacket or other part of the clothing, the game ought not to be played by any but little boys.

KNOCK-'EM DOWN,

Is made by scooping a hole in the ground, and placing in it an upright stick; on the top of it is placed a stone, or similar substance. The player then retires to a distance, and flings at the stone with clubs or balls, the latter being preferable. If the stone falls into the hole, the player only counts one toward game, but if it falls outside the hole, he counts two. This is a capital game for the sea-side, and can be played upon the sands. This is similar to a game called Baton, which is played in this wise:



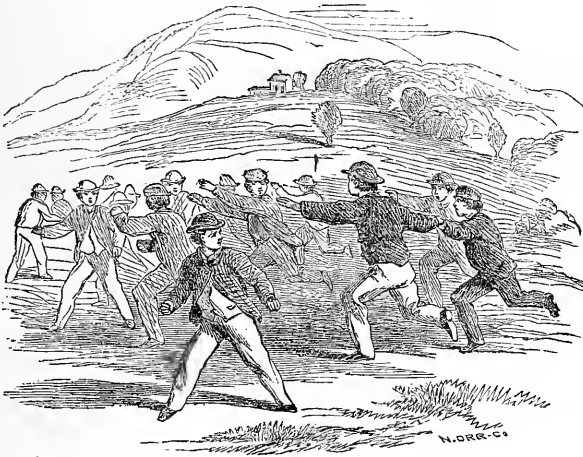
A stick is fixed in a kind of cup or hole, about six inches over, in a loose moist soil, and the players consist of the Keeper and Throwers. The Keeper places on the top of the stick some article, such as an apple or orange, and the Throwers endeavor to knock it off, by throwing at it short thick sticks, or batons; whoever succeeds in doing this claims the prize, whenever it falls without the hole. The Thrower will soon find, in his play, that to hit the stick is of little importance, as from the perpendicular line of gravity which the apple or orange will take in its descent, it is almost certain to fall in the hole. The aim, therefore, should be to strike the object from the stick.

THE DRILL SERGEANT.

This is a game something like Follow my Leader. It consists of the Drill Sergeant and his Squad. The Drill Sergeant places himself in a central spot, and arranges his Squad before him in a line. He then commences another guard here with various odd gestures, which all the Squad are bound

to imitate. He moves his head, arms, legs, hands, feet, in various directions, sometimes sneezes, coughs, weeps, laughs, and bellows, all of which the Squad are to imitate. Sometimes this is a most amusing scene, and provokes great laughter. Those who are observed to laugh, however, are immediately ordered to stand out of the line, and when half the number of players are so put out, the others are allowed to ride them three times round the play-ground, while the Drill Sergeant with a knotted handkerchief accelerates their motions.

WARNING.



This is an excellent game for cold weather. It may be played by any number of boys. In playing it "loose bounds" are made near a wall or fence, about four feet wide and twelve long. One of the boys is selected, who is called the Cock, who takes his place within the bounds; the other players are called the Chickens, who distribute themselves in various parts of the play-ground. The Cock now clasps his hands together, and cries, "Warning once, warning twice, and warning three times over; a bushel of wheat, and a bushel of rye, when the Cock crows, out jump I." He then, keeping his hands still clasped before him, runs after the other players; when he touches one, he and the player so touched immediately make for the bounds; the other players immediately try to capture them before they get there if they succeed, they are privileged to get upon their backs and ride them home. The Cock and his Chick now come out of the bounds hand-in-hand, and try to touch some other of the players; the moment they do this they break hands, and they and the player now touched run to the

bounds as before, while the other players try to overtake them, so as to secure the ride. The three now come from the bounds in the same manner, capture or touch a boy, and return. If, while trying to touch the other boys, the players when sallying from the grounds break hands before they touch any one, they may immediately be ridden, if they can be caught before they reach the bounds. Sometimes when three players have been touched the Cock is allowed to join the out party, but this is of no advantage in playing the game.

DUCK ON THE ROCK, OR DUCK-STONE.

This capital game requires at least three players, but its interest is considerably increased when there are six or eight. A large stone, called "the mammy," having a tolerably flat top, is placed on the ground, and "home" is marked off about twelve feet from it. Each player being provided with a stone about double the size of a base-ball, the game is commenced by pinking for "Duck"—that is, by all standing at the home and throwing their stones or ducks in succession at the mammy. The player whose duck falls or rolls farthest from it becomes Duck, and must place his stone on the top of the mammy. The other players are allowed to take up their ducks and go to the home unmolested, while Duck is placing his stone down; they then throw their ducks, one after the other, at it, and endeavor to knock it off the mammy. Duck must replace his stone whenever it is knocked off, and the throwers must pick up their ducks and endeavor to run home while he is so engaged. Should the duck remain on after four or five have thrown at it, the stones must rest where they fell, until some player more skilful than the others knocks off the duck, and so gives the throwers a chance of getting home. If Duck can touch one of the throwers as he is running home with his duck in his hand, the one so touched becomes Duck. When the duck is knocked off by any player, it must be instantly replaced, as Duck cannot touch any one while it is off the mammy. When a thrower's duck falls and lies before the mammy, Duck may touch him if he can, even before he picks up his duck. When Duck succeeds in touching a thrower, he must run to the mammy and quickly remove his duck; if he has time, he should tap the mammy twice with his duck, and call out, "Feign double-duck!" as he may then walk home without fear of being touched by the boy whom he has just made Duck. Should all the players have thrown without being able to knock the duck off, it is frequently proposed by some of them to Duck to take either a "heeler," a "sling," or a "jump" toward home, in order that they may have a chance of reaching it. Duck may refuse or assent to these proposals at his option. The "heeler" is performed by the player kicking his duck backward toward home; the "sling" by placing the duck on the middle of the right foot, and slinging it as far in the direction of home as possible; and the "jump" by placing the duck between the feet, and holding it in that manner while a

jump is taken, the jumper letting the stone go as he alights, so that it may roll forward. If the duck is so far from home that one sling, jump, or heeler will not suffice, two or more of each may be taken, provided of course that Duck allows them. If the player does not get his duck home in the number of slings, jumps, or heelers, agreed on, he becomes Duck. Duck-stone is one of the liveliest of winter games, but we must caution our readers against playing roughly or carelessly at it, as they may through negligence do one another much harm, on account of the weight of the stones and the force with which they must be thrown.

LEAF-FROG.



This game is very simple. It consists of any number of players; but from six to eight is the most convenient number. Having by agreement or lots determined who shall give the first "back," one player so selected places himself in position, with his head inclined and his shoulders elevated, and his hands resting on his knees, at ten yards' distance from the other players; one of whom immediately runs and leaps over him—having made his leap, he sets a back at the same distance forward from the boy over whom he has just leaped. The third boy leaps over the first and second boys, and sets a "back" beyond the second; and the fourth boy leaps over the first, second, and third, and sets a "back" beyond the third, and so on till all the players are out. The game may continue for any length of time, and generally lasts till the players are tired; but the proper rule should be that all who do not go clean over should be out. Those who "make backs" should stand perfectly stiff and firm; and those who "make leaps" should not rest in their flight heavily upon the shoulders of their playmates, so as to throw them down, which is not fair play. The backs may be sideways (1), which is the first position, or with the back to the frogs (2), which is the second position. But no boy should "fudge," as it is termed, that is, stoop suddenly, as the other touches him. If he should do such a vile trick, there is danger that the boy will fall suddenly to the ground, and put out his arm, or shoulder, or otherwise injure himself.

FLY THE GARTER.

One boy selected by chance gives a back as in Spanish Fly. The player who gives the back must stand sideways, with one foot a little forward, near a line which has previously been drawn on the ground. This line is called the "garter." The other players have not only to vault over his back, but must alight with their heels beyond the garter or line. Any one failing to do this has to take the place of the lad who has hitherto given the back to the rest, and the game begins anew. Supposing all to have *flown* satisfactorily, the back-giver takes a jump backward from his position and offers himself again to the rest. These must now start from beyond the garter, give one spring, and then clear the back. Failing to do this, places are changed. Any one stepping on the garter, taking more than one jump, or failing to clear the back satisfactorily, must take his comrade's place, and present his back to the rest; and so the game commences *de novo*.

SEE-SAW.



A stout plank is laid over a log or low fence, and nicely balanced if the players are of the same weight; but if one is heavier than the other, the end on which he intends to sit should be the shortest. Two players then take their seats on the plank, one at each end, while a third stations himself on

the middle of it, as represented in the illustration; the name of this player is in some places Jack-o'-both-sides, and in others Pudding. As the players by turns make slight springs from their toes, they are each alternately elevated and depressed, and it is the duty of Pudding to assist these movements by bearing all his weight on the foot, on the highest end of the plank, beyond the centre of the tree or wall on which it rests; this will be best understood by referring to the illustration; thus, A is the trunk of a tree, across it a plank is laid, on which two players, B, C, take their seats; D is "Pudding;" it will be seen that his left foot is beyond the centre of the trunk A, on the highest end of the board, and consequently his weight being added to that of B will depress that end of the plank, and the end on which C sits must, of course, rise; Pudding then bears on his right foot, and C in turn descends; and thus the game continues during pleasure, Pudding bearing alternately on each side.

CLIMBING TREES.

In climbing trees both the hands and feet are to be used, but the climber should never forget that it is to the hands that he has to trust. He should carefully look upward and select the branches for his hands, and the knobs and other excrescences of the trees for his feet. He should also mark the best openings for the advance of his body. He should also be particularly cautious in laying hold of withered branches, or those that have suffered decay at their junction with the body of the tree, in consequence of the growth of moss, or through the effects of wet. In descending, he should be more cautious than in ascending, and hold fast by his hands. He should rarely slide down by a branch to the ground, as distances are very ill calculated from the branches of a tree.

HOP, STEP, AND JUMP.



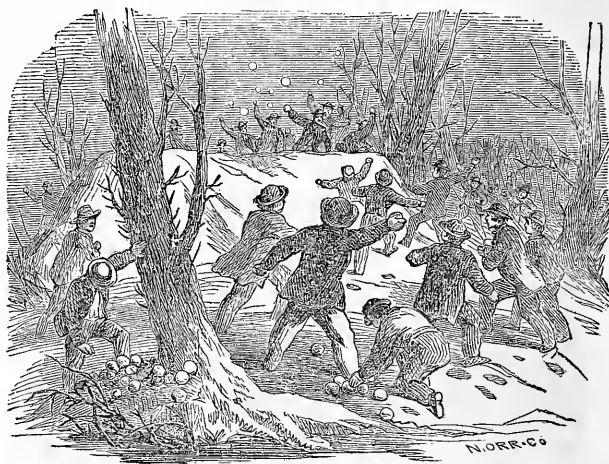
Make a mark on the ground at a place called the "starting point." At ten yards' distance from this make another, called the "spring." Then let the players arrange themselves at the starting point, and in succession run to the second mark called the spring. From the spring make first a *hop* on one leg, from this make a long *step*, and from the step a long *jump*. Those who go over the greatest space of ground are of course the victors.

SNOW-BALLS.

Every boy has played at snow-balls, from the time that his little fingers were first able to grasp and mould a handful of snow. Elderly gentlemen know to their cost how apt the youthful friend is to hurl very hard snow-balls, which appear to pick out the tenderest parts of his person, generally contriving to lodge just at the juncture of the chin and the comforter, or coming with a deafening squash in the very centre of his ear. Even the dread policeman does not always escape; and when he turns round, indig-

nant at the temporary loss of his hat, he cannot recognize his assailant in the boy who is calmly whistling, as he saunters along, with both his hands in his pockets. The prudent schoolmaster will also not venture too near the playground, unless he has provided himself with an umbrella.

THE SNOW FORT.



To make a snow fort, wooden spades may be used, if the snow is loose ; when, however, it cakes, heavier implements are necessary, as the weight and resistance of the blocks would soon destroy a wooden shovel. A snow-ball may be brought to almost any size, by first kneading a small one with the hands, for the nucleus, and then rolling it over and over, when it will gain size in its progress, until at last it can only be moved by employing the leverage of long poles. To make a snow fort, the foundations should at first be marked out, either in a square or circular form, and then clear out the snow from within, piling it upon the line of boundary to form the wall. A similar process goes on from without, and thus a good stout wall is soon produced, which must be considerably broader at the base than at the top. The size of the construction, and the plan, must necessarily depend upon the number of boys engaged in rearing it, and the supply of material in the form of snow. In a castle of ambitious construction, there should be a parapet, raised above the wall, on the top of which latter the defenders stand, to ward off the attacks of the besieging party. Loopholes should also be pierced, through which the smaller boys, hidden in the interior, harass the approaching enemy with snowballs. The height of the fort, exclusive of the parapet, should not exceed six feet, or seven at the most ; and care must

be taken, in piercing the loopholes, to strengthen the surrounding parts, or the attacking party may find a breach most conveniently made, through which they can enter the fortress, to the discomfiture of the defenders. The snow-balls used for the bombardment and defence must not be made too hard or too large, and all the military operations should be conducted with that good humor and love of fair play for which American boys are in general famous.

SNOW GIANT.



This is made in the same way as the snow fort, that is, by rolling large snow-balls to the place where the giant is to be erected, and then piled up and carved into form. He is not considered completed until two coals are inserted for eyes, and until he is further decorated with a pipe and an old hat. When he is quite finished, the juvenile sculptors retire to a distance, and with snow-balls endeavor to knock down their giant, with as much zest as they exhibited in building him. If a snow giant is well made, he will last until the leaves are out, the sun having but little power on so large a mass of hard snow.

COASTING.

What better sport is there than coasting down hill! Take your sled on a clear, winter day—start from the top of a long slippery hill—and—away you go—sliding, rushing along—faster and faster—your very blood dancing in

your veins—now jumping over this knoll, and then over that—bounding away to the bottom of the hill. What if your feet are cold, and your fingers too? Off of your sled quick, and trudge back again—the exercise will warm you ready for another start.

Well do I remember a good time I had years ago. It was two days before Christmas—there was a heavy fall of snow, and all of us boys, and some of the girls too, were rejoicing over the capital fun we should have as soon as it stopped snowing.



In the afternoon as we left school, one of our number, who was always prophesying about the weather, said, "See! how red it is in the west! and look, the wind is in the north—it will stop snowing before morning, and will be cold enough." "What sport we will have then!" said another who stood by; "I will have my 'Gen. Jackson,' ready to run a race with any of you!"

And sure enough, the next morning it was clear and cold, and half an hour before school we boys were at work, clearing away the snow, and making a good path on the hill just back of the school-house; before we had finished, however, the bell rang, and with red cheeks and cold fingers we rushed into the school-house out of breath.

As it was the day before Christmas, we were dismissed early in the afternoon. Once out of school, there was a rush for sleds; and boys and girls, all of us were ready for a start. We found our hill one glare of ice, with deep snow banks on both sides; we soon found out how this came. One of the boys asked permission to "go out" during the morning exercises, and had taken the opportunity to draw several buckets of water, and pour it upon the track we had opened.

Soon we were at it, "Gen. Jackson" taking the lead, followed by several larger combatants. I was ready with my long sled, seated in front steering,

with two of the girls behind; all were cheering, laughing, and shouting, "out of the way, or I'll run over you!" Gen. Jackson did keep ahead; but some said, he did not start fair. We were soon back again for another start—one of our number, more adventurous than the rest, took his sled in his hands, ran a short distance, and then threw himself at full length on the seat, using his feet behind for steering when half way down the hill, and at full speed; suddenly his sled turned, and away he went head first into the snow bank, nothing left but his feet, kicking furiously in the air; he soon found his way out, with a red face and clothes covered with snow. We all laughed heartily, which so vexed him, that he left the hill and was not seen again that day; but I was as unfortunate, for soon after, when near the bottom of the hill, with my sleigh load of girls, over we went, I into a bed of snow, they here, there, and everywhere; and what a time, sleds whizzing past—boys hallooing, girls crying—all in confusion. We soon found that we were all safe, no one hurt, and all was forgotten in the excitement.

THREAD THE NEEDLE.

This game can be played by any number of boys, who must all join hands; the game is begun by the outside players at each end of the line holding the following dialogue: "How many miles to Babylon?" "Threescore and ten." "Can I get there by candle-light?" "Yes, and back again." "Then open the gates without more ado, and let the king and his men pass through." The player and the one next to him at the end of the line opposite the last speaker then elevate their joined hands as high as they can, to allow the speaker to run under, and the whole line follow him, still holding hands. This should be done, if possible, without breaking the line by letting the hands go, and is styled "threading the needle." When all the boys have passed through, the same conversation begins again, excepting that the respondent in his turn becomes the inquirer, and runs between the opposite players, the others following as before.

MODES OF PRECEDENCE.

It is usual to toss up coppers between two leaders as to who shall have first choice of men, or who shall have first "innings" or "go" at a game. In games where one has to first give "back," as in leap-frog, or go out first, as in "tag," one player repeats a jingle, touching each player in succession, as a word, or letter comes out. Whoever he touches at the last word goes out. There are a great many of these jingling rhymes. The following are some of the best known:—

One-ery, two-ery, hickory Han,
 Phillisy, follisy, Nicholas John;
 Spinkum, spankum, winkum, wankum,
 Twiddlum, twaddlum, twenty-one.
 O-U-T, out,
 With a white dish-clout—out!

Heater, beater, Peter mine,
 Hey Betty Martin, tiptoe fine,
 Higgledy-piggledy, up the spout,
 Tip him, turn him round about,
 One, two, three ;
 Out goes he!

Eena, deena, dina, dust,
 Cattla, weena, wina, wust,
 Spin, spon, must be done,
 Twiddlum, twaddlum, twenty-one;
 O-U-T—spells out,
 With the old dish-clout—
 Out, boys, out!

Aila, maila, tip-tee tee;
 Dila, dila, dominee ;
 Oka, poka, dominoka,
 High prong tusk;
 One flew east, and one flew west,
 And one flew over the cuckoo's nest.

We will here close our department of *Out-door games without toys*. We have given our juvenile friends a host of amusing games to choose from, and we might have added many others, such as *Pot* and *Puss wants a corner*, but our readers will agree with us that such childish games should not be included among the sports of sturdy American boys, being at best only fit to amuse very little boys, and therefore to be considered as mere



“CHILD’S PLAY.”

OUT-DOOR PLAYS AND GAMES

WITH TOYS.



MARBLES.

THE old-fashioned marbles were made by the attrition of pieces of stone against each other in a kind of mill, and were far better than many of those now in use, which are made of porcelain. When we were young the painted marbles, now a deal in vogue, were called "Chinese," and were not valued so much as others. They are generally too smooth to shoot well. Marbles then, and still are wherever marbles is much played, divided into common marbles and "alleys." Of these last a "red alley" is equal to two common marbles, a "black alley" equal to three, and a "white alley" to four. Very large marbles called "tomtrollers," are sometimes, but not often used—never in the ring games; and the very small marbles, called "peewees," are only fit for children with very small hands.

There are three ways of shooting a marble. 1, *Trolling*, which consists in projecting the marble so that it rolls along the ground, until it strikes the marble at which it is aimed; 2, *Hoisting*, where the marble is shot from at or above the level of the knee, while the party stands; and *Knuckling down*, where the player shoots with the middle knuckle of his fore-finger touching the ground, but makes his marble describe a curve in the air on its way to the ring. A boy has to be a good player, a "dabster," as they say, to knuckle down well.



HOW TO HOLD YOUR MARBLE.

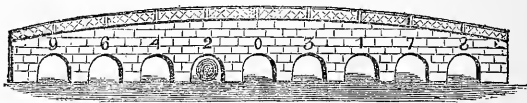
To shoot a marble properly, it must be held between the tip of the fore-finger and the first joint of the thumb, resting on the bend of the second finger, and propelled forward by suddenly forcing up the thumb-nail. Some boys place it between the bend of the first finger and the thumb-joint. This is called "shooting cunnethumb," and not only subjects those who do it to the ridicule of their associates, but tires the thumb very much.

Marbles is a game played in different ways. We play it in the United States different somewhat from the English, and in different parts of this country various games prevail. The old-fashioned

LONG TAW,

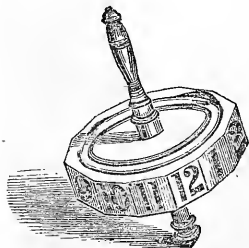
Which merely consists in shooting at each other's alleys in turn, the one who hits his opponent's alley taking it as his prize, is very little played.

NINE-HOLES



Is another game not much used. A board, with nine little arches, each just large enough to admit a marble, is held by one party, while another shoots his alley at one of the holes. The shooter pays one marble for the privilege of a shot. If his marble goes through a hole, he gets the number of marbles written above that—the holes being numbered as in the cut.

TEETOTUM



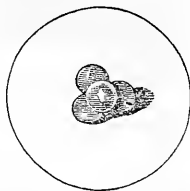
Is a game of marbles. A teetotum, with figures on its sides, is set spinning, and shot at. If it be hit and knocked over while spinning, the lucky shooter gets the number of marbles set down on the upper side of the teetotum.

BOUNCE-EYE

Is an English game requiring no skill. Each player puts his marble in a ring, and then each in turn drops a marble on the pile. All they thus knock out they take. If a player's marble stays in the ring, it is lost and goes to the general stock.

THE PILE GAME

Is similar, but requires better players. Three marbles are placed in the ring, and one set on top. The shooters get all they knock out, but forfeit their alley if they miss.



BOUNCE ABOUT, OR BOUNCE ALONG,

Is played with tomtrrollers, and instead of shooting the marbles with finger and thumb, they are thrown by hand, and he who hits the other's bounce being winner.

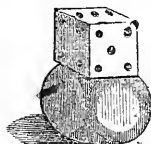
PICKING CHERRIES

(In England "Picking Plums") is played by laying the marbles of the players in a row, instead of a ring, and shooting at them under the same rules of gain and loss as in the "Pile game."



DIE-SHOT

Is an English game. We have never seen it played here. A marble is rubbed nearly square—at least enough to stand firmly, and to have a flat upper surface. On this last part an ivory die is placed. The player is to strike the marble so that the die will fall off, paying first one marble for his shot. If he succeeds, whatever number is uppermost on the die indicates the number of marbles he is to receive.



THE POT GAME

Is played by making three holes, or "pots," in the ground, about four feet apart. To determine who shoots first, one boy takes a marble and places his hands behind his back. He then shows his closed fists to one of the others, who guesses which hand holds the marble. If he guesses right, the other boy goes last, and the successful one tries with another. If he succeeds with him, he tries another, and so on. If he fails he is next to last, and the one who guessed right goes before him, and takes his place to try. For instance: four boys are to play. John Smith takes a marble, and puts it in one hand behind his back. He then shows both fists to Peter Brown, and asks which hand has the marble. Peter Brown touches the right hand. The hands are



opened, and the marble is found to be in the left hand. Peter Brown is the last to play. John Smith now tries Andrew Jones. Andrew guesses the right hand, and it is found there. Now John Smith is next to last, and Andrew Jones tries Alfred Williams. Alfred guesses the left hand, and the marble was in the right hand. Consequently he falls back; and the players shoot in the following order: 1. Andrew Jones. 2. Alfred Williams. 3. John Smith. 4. Peter Brown. Andrew now knuckles down at a line six feet from the first hole, and shoots. If his marble gets into the hole, he shoots from there to the second; and if he gets into that, then into the third, and wins a marble from each of the others. If he misses, he puts his alley, or another instead, into the first hole; and Alfred takes his turn. So it goes in succession. If the player who wins the first hole chooses, he can make each of his opponents in turn put down their alleys for him to shoot at. If he hits them they are his. If he misses, the one whose alley he aimed at may shoot at his alley. If that be hit, he is out of the game, and his alley gone.

Another method of playing this game is as follows: Make three holes in the ground at about a yard and a half distance from each other. Then make a mark at a yard and a half distance from the first hole. The first player *knuckles down* at the mark and shoots his marble into the first hole if he can. If he succeed, he then takes a span toward the second hole, and shoots his marble again toward that hole, and so on. If he does not succeed, the next player tries his luck with his own marble, and if he enters the hole and his adversary's marble is near it, he may either try to knock the former player's marble away with his own or try to enter the second hole. If he succeed, he goes on again to the next, taking a span toward it as the former did, and throughout the whole game, having the privilege of knocking his adversary's marble away if he can, whenever he has first entered a hole; and when he has knocked it away, he continues from the place his marble goes to. If he miss either the marble or the hole, the first player goes on again, or if there be a third player he takes his turn in like manner, and whoever plays may, if he can, knock away all other marbles that surround either of the holes, thus rendering it more difficult for the next player to get in his marble. Whoever first gets his marble into the ninth hole wins the game. The ninth hole is reckoned thus: First, 1, 2, 3, 2, 1, 2, 3, 2, 1. So that he goes up and down the three holes twice. The loser must pay to him whatever they agree to play for. Sometimes the loser puts his knuckles on the ground at a certain distance, and allows the winner to shoot his marble at them from that distance, then from wherever the marble goes to.

TIPSHARES, OR HANDERS,

Is played by two or more players. To play it, a hole, of the diameter of three inches, is first made on a smooth or level piece of ground, and a line is marked at about seven feet from it. Each boy puts down two, three, or

four marbles, as may be agreed upon, and then the whole party bowl for their throws, by retiring to three times the distance already marked from the hole, and bowling one marble to it; the order of throws being determined by the nearness that each boy's marble approaches the hole. When this is settled, the first thrower takes all the marbles in his hand, and throws them in a cluster toward the hole. If an even number falls in, such as 2, 4, 6, 8, 10, he wins all; but if an odd number falls in, he loses all, and the next player throws. Sometimes it happens that the game is so soon finished, that the other players have not a chance of a throw. When this happens, those thrown out have first innings in the next game, which restores the equilibrium of chances. This game is sometimes played by giving to the thrower all the marbles he can put into the hole, while the other players take the remainder.

SPANS AND SNOPS

Consists of one boy laying down his marble, and, giving a distance, his antagonist shoots at it; if he misses, the first boy shoots at the alley of the second, till one is struck, which the striker claims. He also gets it, if he can span the space between the two marbles, so that his thumb will rest on one and his forefinger on the other. Failing to do this, his companion shoots with



his marble at that of his adversary, and thus the game goes on, a marble being paid each time a span or a snop occurs.

CONQUEROR

Is played in some places. A piece of hard ground, and free from stones, is chosen for the spot. The first player lays his marble on the ground, and the second throws his own at it with all his force, and endeavors to break it. If he succeeds, his marble counts one, and the vanquished player lays down another marble. If two players have marbles that have already vanquished others, the "Conqueror" counts all tho conquered of the other party in addition to his own. For example, suppose A, being conqueror of twenty, breaks B, also a conqueror of twenty, A counts forty-one, *i. e.*, twenty of its own, twenty for the vanquished belonging to B, and one for B itself.

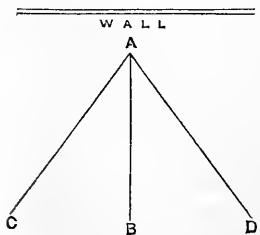
FORTIFICATIONS

May be called an elaborate version of "picking cherries." The marbles are not merely ranged along a line, but disposed on a diagram, as in the illustration, and the players try to shoot them out of the limits of the fortification, not being allowed to consider a marble as won until it is quite clear of the outworks. If the tow of the attacking person remains within the fortress,



it is considered as a prisoner of war, and must remain where it is, until shot out by another player, whose booty it becomes, according to the laws and regulations of war. This "fortification" game is much played in France, and is supposed to have been recently introduced here by some young Americans, on their return to their native country, after a residence in a French college at Paris.

KNOCK OUT, OR LAG OUT,



Is played by knocking marbles against a wall, or perpendicular board set up for the purpose; and the skill displayed in it depends upon the player's attention to what is called in mechanics the resolution of forces. For instance, if an object be struck against the wall at A from the mark at B, it will return again to B in a straight line; if it be sent from C to A, it will, instead of returning to C, pass off aslant to D, and its course will form the

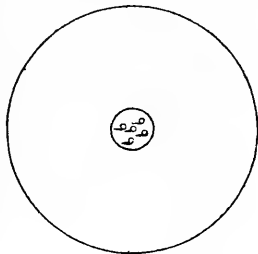
angle C D; the angle of incidence being equal to the angle of reflection.

The game is played by any number of players; the first player throws his marble against the wall, so that it may rebound and fall about a yard distant from it; the other players then, in succession, throw their marbles against the wall, in such a way as to cause them to strike any of those already lagged out, and the marble struck is considered won by the owner of the marble that strikes it, in addition to which, the winner has another throw. When only two boys play, each successively throws out till one of the "lagers" is struck, and he who strikes takes up all.

This game may also be played by spanning the marbles, as in *Spans and Snops*.

THE RING GAME, OR RING TAW,

As they call it in England, is the great game of marbles. The English mode is as follows: Two rings are drawn upon the ground, a small one six inches in diameter, enclosed by a larger one, six feet in diameter. Into the small ring each player puts a marble, called "shot." The players then proceed to any part of the large ring, and from thence, as an offing, shoot at the marbles in the centre. If a player knocks a marble out of the ring he wins it, and he is entitled to shoot again before his companions can have a shot. When all the players have shot their marbles, they shoot from the places at which their marbles rested at the last shot. If the shooter's marble remain in the small circle, he is out, and has to drop a marble in the ring, and he must put in besides all the marbles he had previously won in that game. It is a rule, also, that, when one player shoots at and strikes another's marble, the one so struck is considered dead, and its owner must give up to the striker of the taw all the marbles he may have previously won during the game. The game is concluded when all the marbles are shot out of the ring, or all the players' marbles are killed.



In this country it is played that way in some few places. In others it is varied. The general way is as follows:—Instead of the outer ring, a line six feet off is drawn, and called the base. (See illustration at beginning of marbles.) From this the players knuckle down, unless some one prefers to hoist, when he must call out, "hoistings." Each player puts one alley in the ring. If the first shooter knocks any or all the marbles out they are his, and he shoots on until the ring is cleared, or he misses. If his alley remains inside of the ring, it is "fat," that is, he loses it, and is out of the game, unless it remains after shooting out the last marble. After any one misses, the next one may, if he chooses, shoot at the alley of the other, and if he hits it, the other is killed, and is out of the game, and his alley gone.

The player who has just killed one of his antagonists may then go to base, and shoot at the ring. If, however, he kills all his antagonists, he takes the ring marbles without shooting at them. And when any one is killed, he gives to the victor all the marbles he has won during the game, whether he got them from the ring or by killing his antagonist. If his opponent's marble has got in a hole or behind any obstacle, he may cry "puts," which will give him a right to place it in an eligible position, at the same distance, or may cry "clearance," and then remove any thing from between him and the marble. But if his antagonist cries "fen puts," or "fen clearance," before he cries "puts" or "clearance," he must shoot as it lies. And he must shoot from where his marble lies always. In some places, however, if he cries "roundings," before his antagonist cries "fen roundings," he can go around to some more eligible point at the same distance, and shoot from thence.

Another way, in vogue in some parts of the West: a ring is made, and one marble placed in the centre, and the others at points on the edge of the circle. The player may either hoist, troll, or knuckle down, as suits him. If he knocks out the centre marble at the first shot, it counts him one. If he hits one of the others he shoots on, till he has hit all, or misses. If he clears the ring it counts one, or if he kills all his antagonists it counts one. The players who follow the first may neglect the ring and follow him to shoot at his alley, and he do the same with them. Whoever counts three first wins the game.

In all these games the players "lag" for first shot. That is, they troll from base to a marble placed in the centre of the ring, and whoever gets nearest, shoots first. Whoever wins a game always shoots first in the next game.

Remember that a "taw" and "marble" are the same; but in this country the word "taw" is rarely used. Strictly speaking, it only applies to the marble a player shoots with.



"MARBLES ARE OUT."

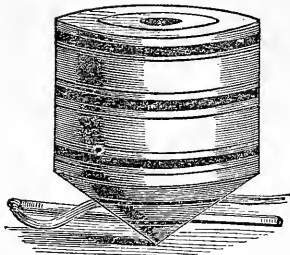
TOPS.

Tops are very good toys—that is to say, the peg-top and whip-top. The humming-top we have always looked upon rather slightly, as unfit for any but very little boys; for there is no skill required in its use, nor does it afford healthy exercise, or teach a boy that lesson which even in the playground he may always be advantageously learning—namely, the right way of using his wits. Peg-tops are made of various kinds of wood, beech and box being the chief. Tops of box-wood, or “boxers,” as they are usually called, are much the best for all purposes, from their superior strength; and, as they are more expensive than tops made of other woods, they are generally provided with the best pegs. Every boy knows that there are two ways of spinning a peg-top—namely, *underhand* and *overhand*. The former method consists in holding the top, with the string wound round it, in the hand, with the peg downwards; and it is spun by suddenly dropping the



top, and drawing away the string with a jerk, or snatch, as it falls. This is undoubtedly the easiest way of spinning; but it is justly decried by school-boys as a girlish and shuffling proceeding, and totally inferior in every way to the honest *overhanded* method of holding the top tightly in the hand with the peg upward, the end of the string being secured by a loop round the little finger, or a button between the third and fourth fingers, and then bringing the top down, by a bold circular movement of the arm over the head, with a force which will make it spin three times as long as by the *underhand* method. We should advise our friends in this, as in every other more important affair in life, to eschew all underhand proceedings.

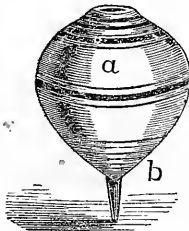
WHIP-TOP



WHIP-TOP.

Is played by first whirling the top into motion, by turning it sharply with both hands, and then, by flogging it till its motion becomes very rapid. When two persons play Whip-top, the object should be for each to whip his top to a certain goal, he who reaches it first being the victor. Another play is for each whipper to flog his top, so that it strikes and knocks down that of his adversary; this play is called "encounters," as the other is denominated "racing." The best kind of thongs are those made of pliable eel-skins, and they should be used carefully, particularly in "races" and "encounters," so that the whippers may not cut each other's eyes out.

PEG-TOP.



PEG-TOP.

There are many kinds of Peg-tops, and they also vary in shape, some being much rounder than others. Those are the best which are shaped like that represented in the cut. There is also great variety as regards the shape and size of the peg, which in some tops is short and thick, in others, long and tapering. Again, tops are made of different kinds of wood, some being made of beech, others of elm, some of sycamore, and others of box-wood. Some of the very best tops are made of *lignum-vitæ*, with long, handsome pegs. A box-wood or white beech top is a very good one.

In winding the top, lay one end of the string, commencing at *a*, down to the base of the peg, *b*, and then, commencing at the peg, wind it round and in the grooves, until you come to the upper part, keeping the other end of the string in your hand as you throw.

PEG IN THE RING.

This game may be played by any number of boys. A ring, about a yard in diameter, is first marked on the ground, and another ring, surrounding the first, and at a yard's distance from it, is also marked. The players must stand on this ring, and from it throw their tops. One player begins by throwing his top spinning into the ring, and while it is there spinning, the

other players are at liberty to peg at it as quickly as they can. If none of them hit it until it ceases spinning, and if it rolls out of the ring, the owner is allowed to take it up, and having wound it, to peg at the others which may be still spinning in the circle. Should any of the tops, when they cease spinning, fall within the ring, they are considered dead, and are placed in the centre of the circle for the others to peg at. The player who succeeds in striking any of the tops out of the circle claims those so struck out. In some places, each player may ransom his top with a marble.

If a player does not cast his top within the ring, or attempts to take it out before it is down, or fails in spinning when he throws, in either case it is considered "dead," and must be placed in the centre of the ring for the others to peg at. There is no order in this game; the object of the player being either to split the top of his companions, and thereby gain the peg as his trophy, or to restore them to their owners, by striking them sufficiently hard to drive them without the boundaries of the circle. Sometimes half a dozen dead tops are driven out of the ring by one cast, without any of them being damaged, and, indeed, if they be made of good box it is but rarely that they split.

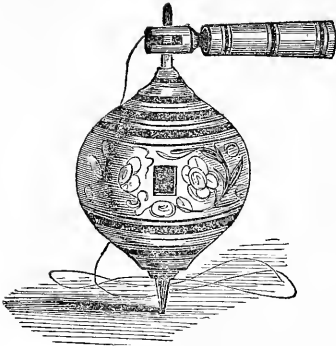
Sleeping tops are exposed to much danger in the play, for they offer a fair mark to the "pegger," and often get split, when the "peg" is taken by the splitter as his trophy. Long-pegged tops are the best for the game, for as they must lie more upon their sides after their fall, and before the spinning entirely ceases, they are the more likely to spin out of the ring.

There is a way of making the top spring out of the ring directly it has touched the ground. Only long-pegged tops will execute this feat. It is done by drawing the hand sharply toward the body just as the top leaves the string. When the manoeuvre is well executed, the top will drive any opponent that it strikes entirely out of the ring, while it does not remain within the dangerous circle itself for more than a few seconds.

CHIPSTONE.

This game is played by two boys in the following manner: Two lines, about six feet apart, are marked upon the ground, which ought to be smooth and hard. Some small stones are then procured and placed midway between the lines; they should not be larger than a small bean, and the black and polished ones are the most sought after. The tops are now set up spinning on the ground, and the players, being each provided with a small wooden spoon, dexterously introduce them under the pegs of the spinning-tops, and then, with the top still spinning in the spoon, throw the point of the peg against the stone, so as to chip it out of bounds; he who does this the soonest being the victor. While the top continues to spin he may take it up with the spoon as many times as he can, and when it spins out he must again wind up, pursuing the same plan until he "chips out."

HUMMING-TOPS



HUMMING-TOP.

perpendicular position. The string should be drawn with a steadily increasing force, or the top will not hum properly.

Are made hollow, having at their crown a peg, round which is wound a string; this, being pulled through a kind of fork, gives motion to the top, and sets it spinning; the fork and the string being left in the spinner's hand. In spinning the top, care should be taken in winding the string firmly and evenly on the peg, and when it is pulled out, neither too much nor too little force should be used, and a firm and steady hand should be employed, while the top should be held in a



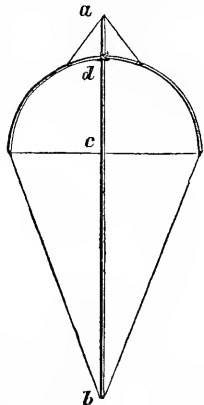
"TOPS ARE IN."

KITES.



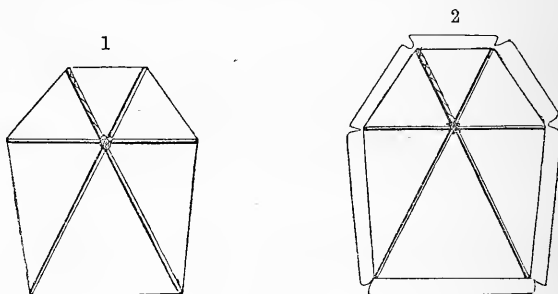
KITE-FLYING is fine fun, if you have a good kite, plenty of string, and a day neither too windy nor too calm. In this country, kites are raised by boys only, but in China everybody flies his kite at the proper period; and it looks queerly to a traveller in that country to see old men with big spectacles on their noses, each seeing if his kite will soar higher than his neighbor's.

The old-fashioned bow-kite is still made by some boys. It looks well enough, but does not fly so well as the three-sticked kite. An upright, thin stick—say twenty inches long, is taken. A piece of whalebone, fifteen inches long, is bent into a bow, the string of which would be ten inches in length. The whalebone, while straight, is notched in the centre, and fastened by winding thread to the straight stick, at *d*, which is two inches from the top end. It is then brought down, and the string, five inches from one extremity, is wound twice around the stick, at *c*, which is thirteen inches from the bottom. It is then carried over, and fastened to the other end of the bow, just five inches from the centre. A string is now fastened to one end of the bow, and brought down over the lower end of the stick (*b*), which should have a notch to hold it, and carried up to the other end of the bow, where it is secured. At two inches from *d*, on the bow, a small string is

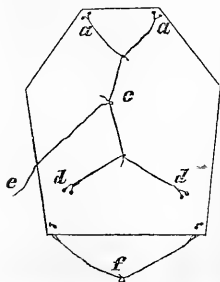


fastened and carried over the top of the stick to a corresponding distance on the opposite side where it is fastened. The frame is made, and you have only to cover it with paper in the manner which we will describe, when treating about the square kite, and when dry, make a hole on each side of the stick, five inches from the top, and again five inches from the bottom, for the belly-band, and you have your kite. The bob-tail is fastened in the same way, by a string passed through near the bottom.

The size of the kite may be varied, but the proportions given should be preserved. That is, if the kite be fifteen inches long, the distance from the bow to the top should be one and a half inches, from the bow-string to the bottom nine and three-quarters, and the length of the bow-string, seven and a half inches, and so for any other length of stick.



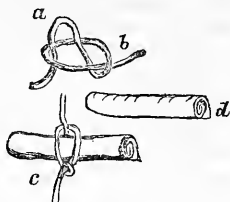
The best kite is that made in the shape of a square (Fig. 1), with the two upper corners cut off—a six-sided figure. The skeleton of this is made of three sticks, tied together as represented in the cut. These are notched at their extremities, and through the notches a thread is laid, and brought around the sides of the figure, so as to give stability to the position of the sticks, and firmness to the kite after it is made. Having made the frame, it is laid upon paper (Fig. 2), which is cut to about an inch wider than the line of the figure, with notches at the corners, as represented by the figure.



That part of the paper outside of the thread is covered with good boiled paste, the pasted part turned over the edge, and the kite set up to dry. As soon as it is dried thoroughly, the belly-band, which is constructed differently from that of the bow-kite, is put on. Holes are pierced at *dd* in the paper, and a thread put through, and tied. The other end of the loop is fastened in the same way at *d*, on the opposite side. A similar loop is made at *aa*. The belly-band is tied to and between these two loops, in such a manner that it will not slip, and the kite-string (*e*), attached in

about the centre of this at *c*. Holes are made at the lower corners and a loop attached, for the purpose of suspending the bob-tail, at *f*.

The tail of the kite may be made of one piece of paper, or cloth, a long band or strip, enough to balance the kite, and keep it from being "top-heavy;" but not too long, or it will prevent it from rising well. The bob-tail is the best kind, however. This is made by rolling up slips of paper, cut about three inches wide, or wider, according to the size of the kite, into a bob *d*, inserting them in a slip-loop (*a b*), on the tail string, about three inches apart, as at *c*, using enough to balance the kite properly.



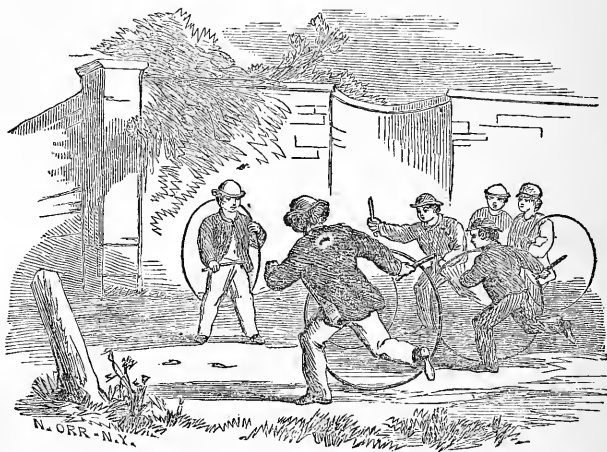
Unless there be a nice breeze stirring, the kite-flyer need not expect to have much sport, as nothing can be more vexatious than attempting to fly a kite when there is not sufficient wind for the purpose. To raise the kite, the flyer will require the aid of another boy. The owner of the kite having unwound a considerable length of string, now turns his face toward the wind and prepares for a run, while his assistant holds the kite by its lower extremity, as high as he can from the ground. At a given signal the assistant lets the kite go, and if all circumstances be favorable it will soar upward with great rapidity. With a well-constructed kite in a good breeze, the flyer need not trouble himself to run very fast nor very far, as his kite will soon find its balance and float quite steadily on the wind. The kite-flyer should be careful not to let out string too fast. When a kite pitches it is a sign that it is lop-sided, or that its tail is not long enough.

If the kite be very large, it may be raised at night, with a lantern appended to the tail. In that case, muslin is used instead of paper, to withstand the dew. A lantern may be made by hollowing out a mock-orange, or small gourd, and placing the stump of a candle in it, impaled on a sharp nail, driven in the bottom of the gourd. The string should be as thin as the kite will bear, or it will "belly" too much. On the other hand, if too thin, it is liable to be broken by the pressure of the wind on the kite. Boys sometimes send up messengers to their kites. To do this, cut a thin piece of pasteboard or stiff paper in a circular form, with a hole in the centre about the size of a dime; put the string of the kite through the hole, and the messenger will gradually and gracefully ascend, until it reaches the kite. The messenger should be about three inches in diameter.



HOOPS.

THE proper and legitimate hoop should be made of a stout ashen lath, round on the outside and flat on the inside, and should be well fastened at its point of juncture; it should be in height so as to reach midway between the youngster's elbow and shoulder, so that he may not have to stoop while striking it. The stick should be about sixteen inches long and made of tough ash; and in bowling the hoop the bowler should strike it vigorously in the centre, and in a direction horizontal with the ground. Such hoop exercise is exceedingly good, and a good run with such a hoop will warm the youth in the very coldest weather. Nothing can be more objectionable than are modern iron hoops; they are exceedingly dangerous to by-passers,



and many are the shins that have been broken, and not a few old men have been thrown down and killed by them. The practice of running them with a crooked piece of iron is also foolish, for it defeats the end of the hoop, which is to give exercise to the arm, while running gives it to the legs. The game called "encounters" can be well played with wooden hoops, but not with iron ones. It consists of two players driving their hoops against each other from long distances, the victor being he who beats the other hoop down. Sometimes a string is extended across the diameter of the hoop, and another at right angles with this, while some pieces of tin are tied loosely in the centre, to jingle as the hoop is driven.

HOOP RACE.

Any number of boys can join in this exciting sport, but they ought all to be provided with hoops as nearly equal in size as possible. At a given

signal, the players all start together, and each endeavors to reach the winning-post (which may be any distant object) before his companions. He who arrives at the winning-post last is generally received with groans, hisses, and other vocal signs of disapprobation.

TURNPIKE.

Five or six boys can play at this game though only one hoop is required. Chance decides which of the players shall first take the hoop. The other players become turnpike-keepers. Each turnpike is formed of two bricks or stones, placed on the ground, and separated by about three fingers' breadth. These turnpikes are fixed at regular distances, and their number is regulated by the number of keepers. When all is ready, the first player starts his hoop, and endeavors to drive it through all the turnpikes; should he succeed in this, he turns the hoop, drives it back again, and retains it until it touches one of the turnpikes, the keeper of which now becomes hoop-driver. When a player touches the hoop with his hand, or allows it to fall, he must deliver it up to the nearest turnpike-keeper. Each keeper must stand on that side of his turnpike which is toward the right hand of the hoop-driver, and it therefore follows that he must alter his position when the hoop-driver returns. Should a keeper stand on his wrong side, the driver need not send the hoop through his turnpike. When the players are numerous, there may be two or more hoops driven at once.

THE POP-GUN.

The best pop-guns are made of a strong straight piece of elder, and should be about six inches long. The pith of this should be pierced out by an iron ramrod fitting the hole; and when the inside is thoroughly smooth by rubbing the rod up and down, it is ready for use. The pellets are made with moistened tow—brown paper is a nasty thing to put into the mouth, and we shall never advise the use of it. When the pellet is prepared, it should be laid over the mouth of the gun in such a quantity as to require squeezing and plugging in. The first pellet should be driven through the gun to its other end; the second pellet is to be driven in, in a similar manner to the first, and then, as it is forced through the gun, the air between the pellets being incompressible beyond a certain point, forces out the lower pellet with a loud "pop;" hence the term "pop-gun," which has been applied to them. Pop-guns are not a very healthy exercise; the pressing of the rammer against the pit of the stomach frequently leading to derangement of that organ. To prevent this, the lad who plays at pop-gun should have a small round board slung over his neck by a string hanging as low as the pit of his stomach, against which he should press the handle of his ramrod when he fires off his pop-gun.

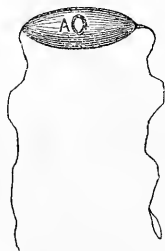


THE BLOW-GUN.

This is merely a long and perfectly straight tin or brass tube, through which pellets of putty are driven by the breath. Great accuracy is sometimes attained with this instrument. We knew a young naturalist who shot all the birds he stuffed with a blow-gun, bringing down a yellow-hammer or tom-tit with it, at twenty yards, as surely as with a rifle. For firing at a mark it is capital.

THE SLING.

The art of slinging, or casting of stones with a sling, is of very high antiquity. We see it represented on the Nimroud monuments, and the feat of David, in killing Goliath, is familiar to every one. In the earliest times there were bands of slingers, and probably whole regiments of them, and there is little doubt that the art of slinging was earlier than that of archery.



In country districts, slinging of stones is a common sport; and the sling so used consists simply of a piece of leather cut into the annexed form, to which are affixed two cords, one having a loop. In using it, the leather is suffered to hang from the string downward; the slinger places his little finger in the loop, and holds the other end in his hand, and then putting the stone in the hole of the sling at A, which prevents its falling, whirls the whole round for three or four times, to obtain a strong centrifugal force, and, suddenly letting go of that part of the sling held in his hand, the stone flies forward with inconceivable rapidity, making a twanging

sound in the ear as it flies. Slinging is a very good exercise for imparting strength to the arm, but young slingers should be very careful where they send their stones, or they may do much damage.

If any of our readers may wish to construct a better kind of sling, they may do it in the following manner:—Get a currier to cut a piece of very strong buckskin leather in this shape, the centre being cut into bars. Two long strips of the same leather are then cut of this shape,



two cuts being made along them so as to leave three leather cords. These are plaited together, and the flat ends firmly sewn to the centre piece. The shape will then be this,



A sling made on this principle will carry a stone of a pound weight. The

loop and point should be whipped with silk. The accuracy that can be obtained with such a weapon is astonishing, only the missiles should always be leaden bullets of the same weight—two or three ounces being the best average weight.

THE BOOMERANG.

This instrument is a curved piece of wood, flat on one side, and slightly rounded on the other. It is used by the natives of New South Wales, who can throw it so dexterously as to kill a man behind a tree, where he may have fled for safety. It should be held horizontally in throwing it, and cast by bringing the arm backward, and after making a variety of curves it will come back again to the person who sent it. If skilfully thrown, it may be made to go in almost any direction the thrower pleases. We do not recommend its use, however, as with an unskilful person it is very apt to come back on his own head, or hit some one standing near him.



QUOITS

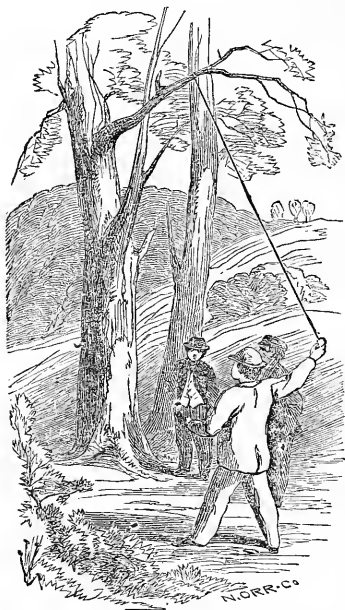


A very ancient and deservedly popular game. It strengthens the arms of the player, opens the chest, and is altogether a most healthful, desirable exercise. The necessary implements consist of a number of iron rings, called *quoits*, and two iron pins, called *hobs*; these are to be obtained from almost every dealer in hardware. The game is played on a piece of level grass or turf. The two hobs are driven into the ground at a distance of sixteen or twenty yards from each other, leaving only a few inches out of the ground. There are either two players, or three playing against each other, or four playing two on each side, and throwing alternately. The players being armed with an equal number of quoits, each steps out in turn beside one of the hobs, and aims his quoits, one by one, at the other hob; his object being to throw the ring over the hob, that the quoit may form a circle round it. This, however, requires very great skill, and is rarely achieved; the next object, therefore, is to bring the quoits as near as possible to the hob. When the first player has thrown all his quoits, the second takes his turn; and when all his ammunition is expended, they walk to the second hob to compare notes. Suppose A has three quoits nearer than any of B's—he counts three points toward the game. If one of his is nearest, and then one of B's comes next, A can count only one, however much nearer his other quoits may be to the hob than the rest of B's. The nearer proximity of one quoit of B's bars all the advantages of position attained by the rest of A's. Standing at the



second hob, they cast their quoits toward the first, and thus the game continues until one or other of the players has gained the requisite number of points to constitute him the victor. If a quoit completely encircles the hob it counts ten points.

HOOK 'EM SNIFFEY.



This is a capital amusement, although it cannot boast of a very euphonious name. All the *rigging* required for *Hook 'em Sniffey*, is a high post with an arm to it (the same as the sign-post to a country inn), or a tolerably high tree with one long branch extending from it at a right angle, a stout piece of twine from ten to fifteen feet in length, and an iron ring three or four inches in diameter. In addition to these, it is necessary to have an iron hook which should be driven in the post at a sufficient height from the ground to permit the ring to catch upon it when swung from the hand of the player



Fig. 1.

(see Fig. 1). The game is to try and get the ring on the hook by standing off at some distance from the latter, and swinging the former *beyond* it.

Each boy is entitled to the same number of *swings*, and he who hooks the ring the greatest number of times, wins the game. A pleasant variation to this game may be had as follows:

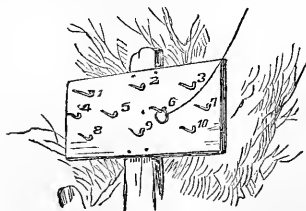


Fig. 2.

Instead of the *single* hook, substitute a board with several hooks (say ten), and number each from one to ten; then fasten the board firmly to the tree or post, at the proper height from the ground (see Fig. 2), and all is ready to begin the game. The boy who is skilful enough to swing the ring so that it catches on a hook, scores as much as the hook is numbered. Each player

has an equal number of *swings*, and he who scores the greatest number is

declared the victor. As at every thing else, it requires practice to become an adept at *Hook 'em Sniffey*. In our happy boyhood days we derived much pleasure from this innocent sport.

RED, WHITE, AND BLUE.



The title of this game is taken from three colored dice, which are placed upon pillars stationed at any distance from the starting point agreed upon by the players on commencing the game. Each player has three balls, which he throws at the pillars, and scores so many toward the game, according to the number the dice, when overthrown, may turn up.

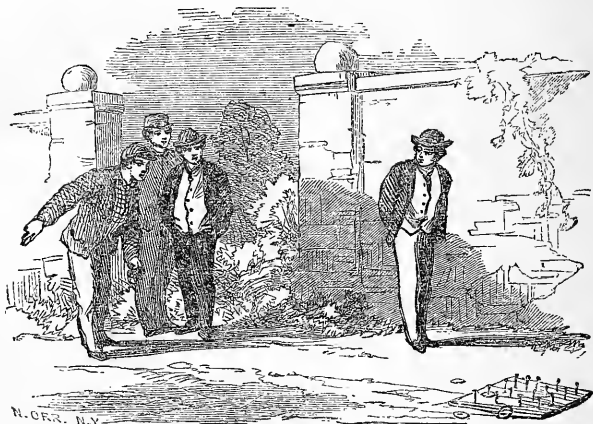
THE SUCKER.

Cut a circular piece of stout leather; bore a hole through its centre; and pass a string, with a knot to prevent the end from escaping, through this hole. Soak the leather well in water before you use it; when thoroughly soaked, place the leather on a stone, and press it down with your foot, by which you exhaust or press out the air from between the leather and the stone; then holding the string, you may, by the pressure of the external air on your leather sucker, raise a considerable weight. If the sucker could act with full effect, every square inch of its surface would support about the weight of fourteen pounds. The feet of the common house-fly are provided with minute natural suckers, by aid of which the insect is enabled to run up a smooth pane of glass and walk along the ceiling.



SKIP; OR RING THE NAIL.

This game, although very simple, is very amusing. The apparatus necessary is, first, a board about eighteen inches square, with a knife or *large* nail driven in the centre, and sixteen *smaller* nails driven in around it in regular order; secondly, seventeen rings made of stout iron wire about two inches in diameter. The board is placed on the ground, and the boy who plays first takes the rings. The players then stand twenty feet from the board,



or such distance as may have been agreed upon, and pitch the rings at it the same as in the game of quoits. Each boy tries to pitch the rings so that they will encircle the nails, or the knife if possible, and the most skilful pitcher wins the game. Each ring that encircles a nail counts five; if a player is fortunate enough to ring the knife, he counts twenty. The game may be played at any number of points the players choose.

CAT AND MOUSE.

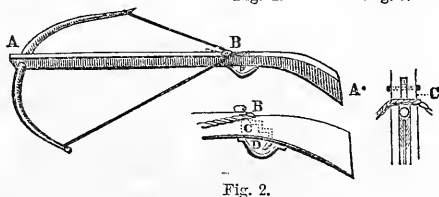
This sport, which is of French origin, is for two players only. Each should be blindfolded, and then tied to either end of a long string, to be secured by a loose knot in the middle to a post, so that the players are enabled to move about with facility. He who takes the part of the "mouse" scrapes two pieces of wood (one notched) together, so as to make a grating noise, which attracts the other player, or the "cat;" and he immediately strives to catch his prey, by following the noise; the "mouse," at the same time, struggling to escape being caught.

ARCHERY.

THE modern practice of archery is confined, in civilized nations, to mere amusement—and a very graceful and excellent one it is. To consider it properly, we must begin with the several implements.

THE CROSS BOW.

The Cross Bow was formerly used as a weapon of war, and the bow itself being made of a strong steel spring, it required the assistance of mechanical power to bend it; but the cross



bow we recommend to our readers is not of quite so formidable a nature. The stock of the bow ($\Delta \Delta$, Fig. 1) is formed something like the stock of a musket, to the extremity of this the bow is fixed; from A to B a semicircular groove is formed, in which the arrow or the bullet is placed; at B there is a step in the wood, as shown more plainly in Fig. 2, over this step the string of the bow is drawn, and there it remains until it is raised by means of the trigger. This last is constructed in various ways; in the plan represented in the engraving, the lock, if we may so call it, is formed of two pieces of brass, or hard wood; these are let into the stock, which is pierced for that purpose, as shown at C, Fig. 3; their shape is indicated by the dotted lines at C and D, Fig. 2: a pin is driven through the stock, and also through each of these pieces, so as to form two axes on which they can work. The effect of this arrangement is as follows: when the finger draws back the trigger D, its upper portion presses against the lower half of the lever C, and the upper part of that lever is consequently forced against the string of the bow, which is thus raised above the step, and being drawn forcibly forward by the bow, it carries with it the ball or the arrow.

THE BOW.

The Bow may be made of the yew-tree, laburnum, thorn, or acacia, and is generally formed of two pieces of wood joined together, the back piece being of a different wood to the front, and the grain reversed. It is of great importance to secure a good bow. We would not, therefore, advise the young archer to make one, but to buy one at a good toy shop, where they may be had at all prices. Upon making a purchase, he should examine the bow well, to observe whether it be well set in all its parts, of an elegant cut or shape, and free from flaws, knots, or cracks. He should look well at the ends, and to those points on which the bow-string is fixed, which ought to

be tipped with horn. The proper length of a bow for a youth is about five feet. The flat or outward part of a bow is called its back, and the inward part its belly and in stringing it the young archer should be particularly careful to keep the belly inward, or the bow will break.

THE STRING.



The string of the bow should be made of hemp, and whipped with sewing silk at that part of it which receives the arrow, marked C in the annexed plan. The thickness of the string should depend upon the length of the bow, and should never be too thin for its powers, as the snapping of a string sometimes causes the snapping of the bow. The young archer should never use a string in the least out of order, and should avoid cat-gut strings especially. A bow five feet long, when bent, should have a string about five inches from the centre. This will be a guide in stringing the bow. The young archer should take great pride in the care of his bow, especially of the string, and look carefully, after every day's shooting, at the "whipping" of the string, and at the wearing points, repairing the least defect. He ought also to place his bow in an oil-skin case, lined with baize; and when put away for the season it should be well rubbed with oil, and polished. He should also have always two or three spare strings in readiness, in case the one in use may fly.

THE ARROWS.



Arrows are generally made of some white wood, such as ash, deal, or the wood of the orbele poplar, and are sometimes varnished. They are both blunt and sharp. The sharp ones are for target shooting, the blunt ones principally for roving; they also vary as regards length, some being long and some short. In purchasing them, the principal thing to be attended to is, that they are perfectly straight, well made, and that the plumes are securely fitted. There should be three on each arrow; one, which is of a darker color than the rest, is called the cock-plume, and in shooting should be placed uppermost. The length and weight of the arrows should be in proportion to the size of the bow. The nicks of the arrows should be cased with horn, and they should fit the string exactly.

STRINGING THE BOW.

The young archer must be very careful in performing this feat, or he will fail in the attempt; to do so safely, he must take the bow in his right hand

by the handle, the flat part toward him; then let his arm rest against his side, then put the lower end of the bow against the inside of his right foot, bring his left foot forward, and place the centre of the left wrist on the upper level of the bow below the loop of the string, the fore-finger knuckle on one edge of the bow, and the top of the thumb upon the other; then up with the bow and loop it. This feat, however, can be best learned by seeing another expert person perform it. In unstringing the bow, the short horn should be placed on the ground against the right foot, the middle of the bow grasped in the right hand, and the left wrist placed on the upper horn, so that the fore-finger may unloop the string when the bow is brought down, as in the manner of stringing it.

HOW TO DRAW THE BOW.



POSITION IN SHOOTING LONG BOW.



POSITION IN SHOOTING CROSS BOW.

The directions for drawing the bow, or rather the arrow, are as follows: The archer having placed himself opposite to the target, with his face a little inclined to the right, should swing himself slightly round, so that his eye and the target are in an exact line. He should stand quite upright, his left foot slightly in advance. Holding the bow horizontally in his left hand, he should draw an arrow from his pouch and carry it under the string and over the left side of the bow. The fore-finger of the left hand now holds the arrow secure on the wooden part of the bow at its centre, while the right hand fixes the nick of the arrow on the string, where it is held fast between the first and second fingers, the cock-feather being uppermost. The forefinger of the left hand may now be removed from the arrow, and the centre of the bow grasped tightly. The bow is now raised gradually by the left hand, at the same time that the string is pulled by the right; and when the arrow is drawn about two-thirds of its length, the neck

of it should be brought close to the right ear and the aim should be taken. The aim should be taken quickly, and the string loosened freely from the fingers with a peculiar touch, which no books can teach, and which nothing but experience and skill can give. In long shots the right hand must be lowered, and the arrow sent so as to form a greater curve in its flight. The archer should look at his *mark*, not at his shaft, and when he has shot should retreat to the leftward, and take his position behind the person with whom he is shooting.

The following apparatus will be required by the young archer :

A Shield.—This is a broad leather guard, buckled round the inside of the left arm, between the elbow and wrist. Its use is that the string may strike against it when the arrow is discharged. The sharp *twang* of the bow-string against the unprotected arm or wrist will frequently produce such bruises as to prevent the practice of archery for some time afterward.

A Glove, or rather finger-stalls for three fingers of the right hand, will be found almost indispensable. This prevents the fingers from being blistered from the friction of the string and arrow.

A Belt and Pouch.—These are buckled round the waist. The belt is made of various designs, generally of leather, with a pouch to receive the pile of the arrows. The pouch is worn on the right side; the tassel and grease-box being fixed on the left side.

A Quiver, which is generally made of japanned tin, is used to preserve the arrows from damp, &c.; also for keeping the reserve arrows in, as only three are used when shooting in company. It is only worn when roving.

Targets are made of different sizes, varying from one foot to four feet three inches, consisting of five circles. The centre, *gold*, counts nine; *red*, seven; *inner white* or *blue*, five; *black*, three; and the *outer white*, one. There should always be a pair of targets in the field, to save time and trouble. The distance for target-shooting varies. Some gentlemen shoot at sixty yards; others at eighty to one hundred yards. Ladies generally fifty and sixty yards. The young archer should practise at a short distance, and lengthen it as he progresses, commencing at twenty yards, till he is able to hit the smallest mark, which will prove he has attained command over his bow.

A graceful attitude is always requisite in shooting, which the inexperienced archer would scarcely suppose of consequence. The position (or standing), holding, nocking, drawing, and loosing are the points which require great study.

Roving is the most amusing of the various styles of shooting. A party go across country, selecting any object as a mark, at which they shoot with blunt arrows. He whose arrow is nearest to the mark is the winner.

Flight-shooting is practised to determine who can shoot furthest. Strength in drawing the bow, rather than skill, is here called into play. Care should be taken, or in your ardor to excel you may snap your bow.

Clout-shooting is shooting at a piece of pasteboard or paper stuck in a

stick and placed in the ground. In the good old days of archery, we hear of archers who could split in twain a willow wand, peeled, and stuck upright in the earth as a mark; but in these degenerate times we require something more tangible.

GENERAL HINTS FOR ARCHERS.

1. In commencing archery never begin with a stiff bow, but select one adapted to your strength, and change this for a stronger from time to time.
2. Never shoot with another person's bow.
3. Never put an arrow in the string when any one stands between you and the target, or you may shoot out an eye.
4. Never talk, jibe, or jest at the time of shooting.
5. Always study to take a graceful attitude in shooting, or in moving about the field.
6. Never draw a bow near another person; as, should it snap, the danger will be greater to him than yourself.
7. Never let your bow-string get untwisted or ravelled by neglect.
8. Never exhibit impatience at the tardy efforts of your compeers, or chagrin at your own failures.
9. Never shoot alone if you can help it, as it leads to negligence and indifference.
10. Take care that the arrows are kept dry; otherwise they will twist and warp, the feathers will fall off, and they will soon be utterly useless.
11. Always walk *behind* the rest of the party, if you have to change your position during the shooting; and when you have shot, always go off to the left, so that your neighbor may step into your place readily, and take his turn. It is scarcely necessary to caution all young archers to refrain from crossing between the target and the shooters, at any time while archery practice is going on.

THE SWING.

Let no one despise this exercise. If any one can stand a twenty feet swing for half an hour, the sea may toss its worst, for he will come off unscathed. Now, we do not mean to say that merely sitting on a board and getting swung by some one else is any great object: far from it. But there are some very graceful exercises to be managed on the swing. Here are some:

1. The way to get into the swing is as follows: Take one rope in each hand, just above the seat; walk backward until the ropes are freely stretched. Now run sharply forward, letting the hands glide up the ropes as far as possible, and the instant that you feel a check, grasp the rope tightly, and spring into the seat standing. When



Fig. 1.

there, work easily up by alternately bending and straightening the knees. (See Fig. 1.)

2. When in good swing, slip the feet off the seat (which should not be more than four inches wide); let the hands slide down the ropes, and come down sitting. To recover the standing position, reach upward with the hands as high as possible, and draw yourself upward as the swing is going forward, when the seat will place itself exactly under your feet.

3. Now for some feats.

Let the swing go very gently. Place both hands at the level of the shoulders, and suddenly extend them, keeping the arms straight. Take care, as there will be a violent vibration, and you will be shot out of the swing before you know where you are. Practise it first while the swing is still, but do not be satisfied until you can do it while in strong swing, and without closing the hands, merely letting the palms rest against the ropes. (See Fig. 2.)



Fig. 2.

Swing still. Stand up on the seat, and grasp the rope with the hands as low as possible, without bending the body or the knees. Now lean forward, making your hands the pivot, and do not be astonished at finding your heels in the air, and your head downward. To recover yourself, the body must be bent a little. (See Fig. 3.)

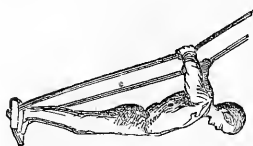


Fig. 3.

An old proverb says:—"A good beginning makes a good ending," and the sports of youth are no exception to this rule.

The following will teach our young friends how to come gracefully from the swing. To make a telling exit from the swing, two ways may be adopted. First way: Get the swing into a firm, steady movement, sit down, and bring both hands inside the ropes; and just as the swing has passed its centre, strike the seat away with the hands and you will shoot forward several yards. Take care to come down on the toes, and to lean well backward as you leave the swing, as the impetus will bring you upright as you touch the ground. (See Fig. 4.)



Fig. 4.

down on the toes. (See Fig. 5.)

The second method is, to seat yourself in the same manner, and as the swing crosses its centre backward, lean well forward and strike away the seat. You will then be hurled backward, and if your balance is good, will come to the ground in a very elegant attitude. Be sure to lean well forward, cross the feet, clasp the hands, and come

Great care must be taken to lean well backward if you shoot out forward, and well forward if you shoot backward, or in the one case you will come with your nose on the ground, and in the other you will find the back of your head rather damaged. So practise with gentle swings at first, and then increase. We have often done it with the swing at full speed, and in one instance we shot so far forward that the spot was marked by a row of iron nails driven into the ground.



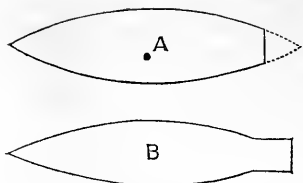
Fig. 5.

FIRE-BALLOONS.

The best shape for balloons of all kinds, whether large or small, is that of a globe; the lower end of the globe being somewhat opened out into a tube for air-balloons, and widened out still more or else a portion of the globe cut off, for fire-balloons. In the one case to admit the gas, in the other to allow of the fire burning beneath, without setting fire to the paper of which the balloon is made.



The best material for making a fire-balloon is common sheets of tissue paper; the length of the paper is equal to half round the balloon, supposing it to be a perfect globe; therefore supposing you want a balloon three feet in diameter when complete, the sheets of paper to make it of should be $4\frac{1}{2}$ feet long, but as the lower end of the balloon is to be open, the paper will of course be shorter, so that sheets of paper four feet long would make a balloon of the above size and allow an opening below of one foot across. The length of the paper being determined, you must then decide upon the number of sections or gores which it is to have, and this should be twelve in the least; or in a large balloon there should be a much greater number, the width of each of these papers, if there are twelve of them, must be a twelfth of the circumference, which will make about $9\frac{1}{2}$ inches for each, but they must be cut ten inches in the widest part because of folding over and forming the seams. The particular shape of each section is like a part of an orange-peel, cut out from the fruit, of the following shape A.



A piece at one end being supposed to be cut off. An improvement, however, is made when the sections are cut as in Fig. B, because the mouth is more open. To cut these sections of a very accurate form requires great care, and a table of decimals is often given to show the accurate length of the cross measure-

ment of different parts, but this is not by any means necessary for common purposes. It is quite sufficient if the sides be formed by a pair of compasses, one point of them being fixed in the distance, the other point touching the paper at the two ends and in the middle. If one of the papers, or still better if a stiffer piece of paper of full size be doubled in two down the middle, the outer mark may be made by one stroke of the compasses, and the various sections may then be easily cut out by this one pattern.

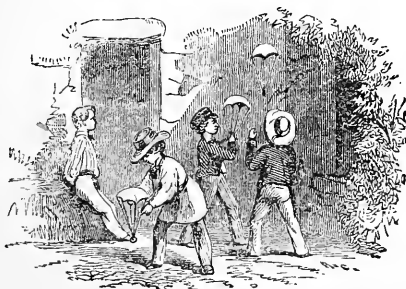
When the gores are all ready, paste about a quarter of an inch of the edge of one of them, and stick a second to it, carefully and smoothly all along the edge; this it will be difficult to do without assistance; the easiest method is to paste the edge of one section on a flat table and then to transfer it to the edge of a flat hoop of about equal circumference as the balloon; holding it there, take the second section, put it right at one end, and continue it along the hoop to the other end, when the two edges will fit each other as beautifully and cleanly as possible. When stuck together, put them aside to dry, and stick together two other sections, and so on till the whole are joined in twos. When dry join in like manner two of these, till all are joined in fours, let them dry, and join two fours, and when dry the third four, the last joint of which should be done when all the rest are dry, and by the hand without the hoop. As the sections will not be strong enough at the top, a small star of paper is to be pasted over the upper end of all the sections, a small piece of rag about the size of a half-dollar piece is put within side, and pasted down, and then let a string be drawn through the rag at the top to hold the balloon by. Next procure a light hoop which may be rather larger than the opening left at the bottom, and furnish it with two wires across, a smaller hoop and that of wire or else a wire basket being in the middle. Put the hoop in its place and paste the edges of the paper around it, then fasten by wire a piece of sponge to the centre of the hoop or basket, and the balloon will be complete. When it is to be fired, some spirits of wine is to be poured over the sponge, taking care that none of it shall touch the paper, then taking hold of the top of the balloon, move it three or four times up and down in the air, in order partly to inflate it, and thus remove the paper from around the spirit. Then very carefully light the spirits, holding the balloon up from the ground. Let it ascend till you have hold of the hoop, now let it become well inflated by the hot air, and when ready, let it gently fly away. Of course you will always regard the direction

of the wind, and the position of the objects around. If the balloon is to be used in damp weather it had better be varnished, cotton and hemp are not so good as sponge to pour the spirits of wine upon, because they are apt to throw out sparks. Spirits of turpentine is not so good, because the heat is less than spirits of wine, it produces a great deal of smoke and its flame is larger, and therefore more apt to set fire to the balloon.

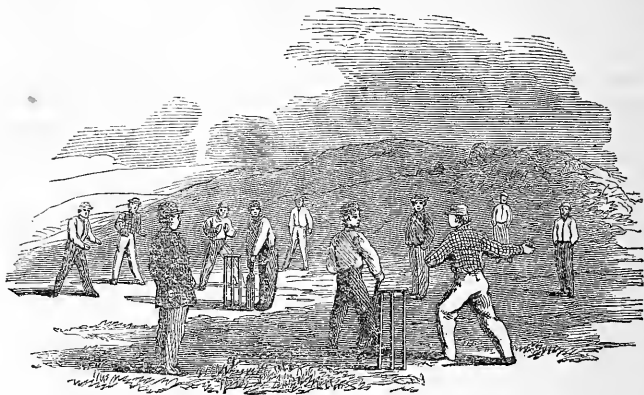
PARACHUTES.

These are easily made by cutting a piece of paper in a circular form, and placing threads round the edges, which may be made to converge to a point at which a cork may be placed as a balance. They ascend by the air getting under them, and are frequently blown to a great distance.

And here we conclude our list of minor out-door games and sports. Of course, many have been necessarily omitted for want of space; and many of the games here chronicled will be known to our young readers in a different form to that here described. But we have endeavored, in every case, to give the most popular, and at the same time the most simple, form of each sport; and think that, with the explanations and hints here afforded, no set of boys need ever be at a loss for the means of amusing themselves in the playground. We will now proceed to give the more difficult games, and those suited to older boys, such as foot-ball, cricket, base-ball, shinny, golf, racket, and kindred sports.



BALL GAMES.



CRICKET.

THIS is essentially an English game as base-ball is American, but it meets with some favor in this country, and seems to be gaining ground. It is played with single or double wicket—the latter the true game, though the principles of the game are the same in both cases. We will first consider double wicket. The number of players is twenty-two, divided into two sides of eleven each, though when the players on one side are acknowledged to be very superior, they sometimes allow their opponents to have more. One of these sides is *in*, and the other *out*, until all the players of the *in* side, except one, have been put *out* as batsmen, one after the other, by the fall of the wickets they defend, or by being *caught out* by one of the other side. The bowler is the chief personage of the *out* side, and the two batsmen are the only ones of the *in* side employed. The ten other players disperse themselves through the field in certain stations which we shall presently indicate; and here are the names of a side:

1. The bowler.
2. The wicket-keeper.
3. The long stop.
4. The point.
5. The cover point.
6. The long slip.

7. The short slip.
8. Middle wicket.
9. Long field—on side.
10. Long field—off side.
11. Leg.

The bowler, having dispersed his men through the field, has to bowl at the wicket of one of the batsmen, who, on his side, defends it, and at the same time strives to make "runs." When the ball has been struck from the bat, the batsman, if he sees a chance, must run and change places with his companion at the other wicket before the ball can be thrown up by the fielders. If he gets to the other wicket in safety, this counts as *one* run. He may sometimes make as many as five runs off a single hit; but this is about the maximum. Twos and threes are more common. The register of these runs is kept by the umpires, and each man has his runs scored against his name. The side that makes most running in two innings wins.

We will now describe the preliminary proceedings at a game of cricket, and explain the different technical terms employed. The laws or rules of the game we shall give literally according to the code laid down by the Marylebone Club, now universally looked upon as the great and chief authority in these matters, in the United States and England.

We will suppose a party of cricketers turning out for an afternoon's sport. Some carry bats, two have cricket balls, and several others bear the stumps of which the wickets are constructed. They come to the place where the wickets are to be set up, or "pitched." It is a level field, and the space between the wickets, in particular, is flat as a billiard-table. Now the bowlers advance, and under their direction the wickets are set up. The distance between the wickets, for full-grown players, is twenty-two yards; where the players are young, it is advisable somewhat to decrease the distance. The distance between the stumps must be a little less than the diameter of the cricket ball, so that the ball cannot pass between the stumps without touching them, and knocking off the bails or little bits of wood placed across the top of the stumps. The companions of the bowler are now dispersed about the field, in various positions, according to the rules we shall describe. They all labor for the same object, namely, to stop the ball when it is struck by the batsman, to catch it (if possible) before it reaches the ground after being delivered from the bat (in which case the batsman is considered *caught out*, and his innings is over), and to throw the ball up, when they have stopped it, to the bowler or wicket-keeper as quickly as possible. The bowler's desire is to knock down the batsman's wicket, while the batsman's province is to defend his wicket by striking away the ball as it is bowled toward him. Beyond this, he has to judge what balls it will be safe for him to strike hard at, and what balls he must content himself with *blocking*, or striking down; for on the number of runs he obtains will depend the share he contributes to the success of his side.

BATS, BALLS, AND STUMPS.

The bat must not exceed thirty-eight inches in length, nor be more than four inches and a quarter in the widest part. Bats are chiefly made of willow, and bound tightly round the handle with waxed twine, to afford the

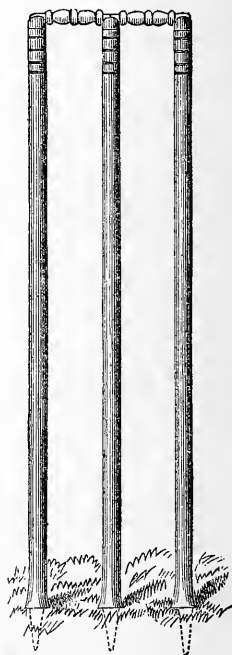
strikers a firm grasp, and to prevent concussion. The weight of a full-sized bat should not exceed two pounds and a half. The blade should be about twenty-one inches long, and four inches wide at the shoulder, gradually extending to four inches and a quarter at the tip. It should likewise increase in thickness from the shoulder to the tip, to produce a greater momentum in striking. The face should be perfectly smooth, slightly curved from the middle to the sides; and the back should be more acutely rounded than the



BAT.



BALL.



WICKET.

face. For a right-handed player, the off side of the bat should be square at the tip, and the near side rounded, to prevent the ball from rising when tipped or blocked; and for a left-handed player, this should be reversed. In making choice of a bat, never select one that is too heavy to use comfortably, with a handle that feels at all too thick when grasped, as it will be very likely to cramp the hands; but give the preference to one rather stout

at the bottom of the handle or shoulder, as they are invariably the strongest.

The ball must not weigh more than five ounces and three-quarters, nor less than five ounces and a half. Its circumference must not exceed nine inches and a quarter; and it should be made of four pieces of leather sewn together so as to form two perfect hemispheres. At the beginning of each innings, when playing a match, either side is entitled to call for a new ball. When the game is over, the ball should be well greased, to preserve the stitches from rotting, and the leather from becoming rough.

The stumps must be sufficiently long to leave twenty-seven inches out of the ground. They should be made either of lance-wood or ash, bound with brass wire or strong twine, and grooved on the top, to hold the bails, each of which should be four inches long.

THE UMPIRES.

The umpires are to be appointed, one by each party, to settle all disputes that may arise in the course of the game. As their decisions are final, two persons should be selected who are distinguished for impartial judgment, and knowledge of the laws. They take their stations, one at each wicket; the umpire at the striker's wicket should stand rather behind it; at the on side, so as not to be in the way of the players; his duty is chiefly to decide whether the batsman is fairly stumped out, or not. The umpire at the bowler's wicket should place himself in a direct line behind it, to see that the bowler delivers the ball fairly, and that the batsman does not stop it when delivered straight, with any part of his dress or person before the wicket. He is likewise to be first appealed to in all questions respecting catches before wicket. The umpires in all cases should pitch fair wickets, and the parties toss up for the choice of innings. The umpires should change wickets after each party has had one innings.

THE SCORERS.

Two scorers are to be chosen, one by each side, to mark the game. They should be placed in a line with cover-point, at some distance out in the field, so as not to be in the way of the players. Each party's score is to be kept separate. Every striker's runs are to be marked separately to his name each innings; and when he is out, it must be described as bowled, caught, etc., etc., as the case may be, and the name of the person attached by whom he was put out.

All overthrows and lost balls are to be scored to the striker; and the wide balls, no balls, and byes, that occur during an innings, are each to be placed in a separate line, and cast up with the runs of the strikers when the innings is finished.

THE GROUND.

The ground selected for the game should be extensive, and as level as possible, that the progress of the ball may not be impeded. To preserve it

in good condition, it will be occasionally requisite to have it rolled and watered; and if the grass can be mowed, or eaten off close by sheep, it will be found advantageous.

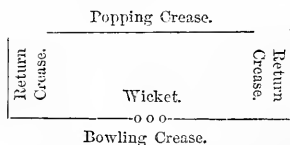
PITCHING THE WICKETS.

The Wickets must be pitched by the umpires, directly opposite to each other, at the distance of twenty-two yards for men, but may be varied (with the size and weight of the bat, ball, etc.) according to the strength of juvenile players. The stumps should be placed close enough to each other to prevent the ball passing through, without either striking them down, or knocking the bails off. When two matches are played by the same parties, it is usual to allow the party leaving home the privilege of pitching the first wicket within thirty yards of a spot fixed upon by their opponents.



RUN!

POPPING, BOWLING, AND RETURN CREASES.



Each wicket is set up on a line, six feet eight inches in length, drawn on the ground. This line is called the bowling crease. At each end of the bowling crease two lines are carried forward at right angles to the bowling crease. These are the return creases; and in front of

the wicket, parallel to the bowling crease, at a distance of four feet, runs another line, called the *popping crease*. Within this popping crease the

batsman who runs from one wicket to another after the ball has been struck, must ground his bat; for until he does so, he is not home, and can be put out. The batsman must remain within this popping crease until the ball has been delivered by the bowler. The bowler must have one foot within the bounds of the bowling and return creases when he delivers the ball.

STATIONING THE MEN.

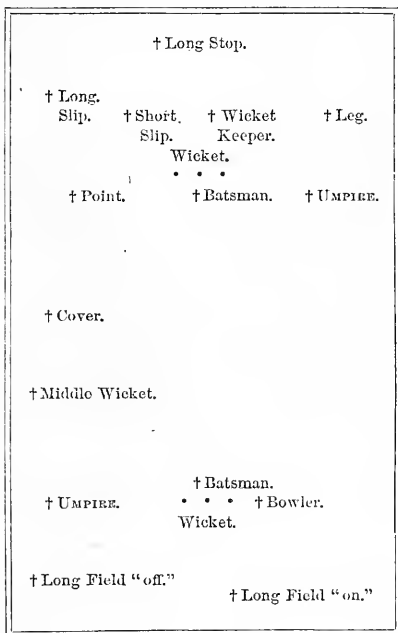
It is the bowler's business to place the men in their different stations, which is usually done according to a certain established plan. It rests with the bowler, however, to alter or modify the position of the men, and to increase or decrease the distance at which they stand from the wickets, according to the peculiarities of the play of the batsmen at the wickets. With extraordinarily hard hitters it becomes advisable to increase the distance, that the ball may not be sent skimming far away over the heads of the industrious players who are "fagging out." Where the batsman has a knack of striking the ball up high into the air, it is often well to post some player of quick eye and nimble fingers where he may have a chance of a good catch; and other changes will be made which the bowler's experience will naturally suggest.

The accompanying figure will best explain the positions of the men on the field. When six balls have been bowled at one wicket, *over* is cried, and all the players change their places to

corresponding positions on the opposite side of the field to that on which they stood; for now the bowling will be from the opposite wicket. We have now to offer a few remarks to

THE BOWLER.

He is the most important personage in the eleven, for the time being; for it is to his prowess that the opposing batsmen are to succumb; and it falls



to him to baffle the prowess and perseverance of the batsman opposed to him, by judicious management, patience, and skill, to put his adversaries successively *hors de combat*. Nothing will compensate, in a match, for unskilful or careless bowling, if the batsmen on the other side are quick to take advantage of the opportunities afforded them by their adversaries. Two or three of the best players on each side generally divide the bowling between them; the captain or leader of the eleven exercising his judgment in appointing different bowlers to attack various batsmen. And this is important, for matches have been won or lost by the way in which the bowlers and batsmen have been pitted against each other. There are three chief varieties in bowling, viz.: fast and slow underhand, and overhand, which last is necessarily fast. Variety of balls, and deception to the eye of the striker, are the great objects of every good bowler; and for this purpose a peculiar twist, or bias, is given, which is intended to make the ball, *after it touches the ground*, take a different course to what is expected by the striker. In mechanics, the angle of reflection is the same as the angle of incidence; but at cricket the bias often prevents this, and the ball which is expected to go clear of the wicket will often turn in to it, almost round the bat, and take the stumps when least expected. The ball is held by the tips of the fingers, but no description will serve to teach the mode of producing this bias, and the young bowler must learn it by imitating the actions of a practical master of the art, and if possible, a professed bowler. As to the various methods of bowling, it is very difficult to pronounce an opinion, or to give a preference, for the great professors of the art are themselves divided in opinion on the subject. As a rule, however, it may be unhesitatingly said that the swift round-hand bowling is the most dangerous and destructive to wickets in general; it is, however, the most difficult to manage, and should be well practised in private before being attempted in a match; for, if the balls go wide, all the swiftness in the world will be of no avail. In under-hand bowling, the wrist is kept *beneath* the arm, with the knuckles downward. The ball must be pitched in nearer to the wicket than in round-hand bowling, for it is generally slower than the round-hand method, and a long, slow pitch, aimed well at the centre stump, will considerably puzzle the batsman. The bowler may deliver the ball from the right or left side of the wicket at which he stands; and the batsman at that wicket must stand as the bowler requires. It is usual to take a short run, and then to deliver the ball—this increases the momentum; but too long a run is not advisable, as it disturbs the aim.

The bowler may not deliver the ball with the arm extended straight from the body, nor with the back part of the hand uppermost. Changes in the mode of bowling are perplexing to nervous and unpractised batsmen; it is therefore desirable that the bowler should be an adept in the round-hand as well as the under-hand style, and be able to alternate the swift style with the slow.

THE BATSMAN.

He must stand in a firm, steady attitude, with the bat held perpendicularly, the lower end just over the "block-hole," a small hole in the popping crease, just in front of the centre stump. Then his *bat* must be before the wicket, but no part of his body may be there. He must stand fairly beside it. (See Fig. 1, page 82.) The right foot must be put down firmly just within the popping crease, and upon this foot nearly all the weight of the body must rest, that the batsman may turn in any direction to hit out at the ball. In running, take care to keep the bat out of the way of the other batsmen, and hold it in a sloping direction before you, that you may ground it quickly within the popping crease at the very earliest moment. Half a



OUT! A BAD GUARD.

second of time saved in doing this may save your wicket. On first going in, it is best to block a few balls, before attempting to strike out at any. Defer this display of your skill till your hand has got properly in by a few minutes' practice. Keep the left shoulder well up, and forward. Slope the bat-handle slightly forward, when expecting the word "play." Do not sacrifice neatness and precision to an overweening wish to be considered a hard hitter, or you may chance to carry out your bat with the fatal cypher 0 against your name in the list, to represent your score.

Now for a few words respecting the other players; and then we will give the laws or rules established for double and for single wicket.

THE WICKET-KEEPER

Should be one of the sharpest players on the side to which he belongs, for, next to the bowler's, his is the most important post. His first duty is to stop the ball when the bowler has bowled, and the batsman missed it; and, consequently, the first great art in wicket-keeping consists in judging how the ball will bound after it has been pitched toward the wicket. The wicket-keeper stands a yard or two behind the wicket, and, with his wrists close together, catches at the ball as it bounces upward; and if he does this quickly and well, he may, two or three times in the course of a match, come in for a chance of *stumping out* an incautious batsman, who is standing off his ground, by knocking down his wicket for him; but to do this, the wicket-keeper must be entirely behind the wicket, and with no part of his body projecting over it, or the batsman will not be out. To the wicket-keeper the ball is generally thrown up, while the batsmen are running, and thus it will be seen that the chance of putting one of them out depends greatly on his quickness, and on his faculty of catching quickly and securely.

SHORT SLIP AND LONG SLIP.

These two functionaries stand to the right of the wicket-keeper. A slight tip of the ball by the batsman will often send it in these directions, with a good chance of a catch. They must, therefore, be always on the alert, as a ball passing them generally tells toward the score of the opposite party, by adding several runs to their account. Long slip generally gets more of the running, and short slip more of the catching to do; therefore, these two fielders should be posted with regard to their qualifications in these respects. If the wicket-keeper quits his post to run after a ball, short slip must run in and stand at the wicket ready to have the ball thrown up to him, and to stump out the batsman, resigning his post at the wicket-keeper's return.

LEG

Stands on the left, or "on" side of the batsman at the wicket—some yards off. A "leg hit" is one in which the ball is struck sideways by the batsman, in a line with the popping crease, and it is a ball of this kind that "leg" has to stop, or catch; and from this he takes his name, and not, as a wag once facetiously suggested, because it is his duty to stop the ball with his legs if he can't do so with his hands, rather than let the other side get runs, by allowing it to go by him. Nevertheless, he ought to stop it somehow—with his head, if he cannot otherwise! It is also "leg's" duty to stop and throw up balls thrown up toward him by outlying fielders.

LONG FIELD "OFF" AND LONG FIELD "ON"

Are posted a little distance behind the bowler's wicket, and are to run after and throw up those skimming balls which are the delight of batsmen, and

the bane of energetic bowlers. They must be quick, active players, able to get over ground quickly in trying circumstances; and their arms should be strong, to enable them to throw the ball well "home," when they have stopped it.

MIDDLE WICKET

Stands on the "off" or right side of the batsman. It will be seen by the diagram that he is placed not quite midway between the wickets, but rather nearer to the bowler's. This is because balls struck in a peculiar way by the batsman often pitch just to the point where he is posted, giving him a chance of a catch, of which he ought to be always ready to avail himself. His post is the next in importance after that of the wicket-keeper.

COVER

Stands not far from middle wicket, but nearer to the striker's wicket. His duties are similar to those of middle wicket, but his post is less important, as, in the ordinary course of cricketing events, he gets fewer chances. It will be seen that the field is more closely watched on the "off" than on the "on" side. This is because, in ordinary playing, the batsman is far more likely to hit the ball in an "off" than in an "on" direction.

POINT

Stands not far from the striker's wicket on the "off" side, and stops the balls hit almost sideways from the wicket on his side. He has likewise to see that he misses no chance of a catch from a ball blocked by the batsman. A good catcher, with a very quick eye and hand, should be placed at this post.

LONG STOP

Stands behind the wicket-keeper, and has to stop all the balls the latter allows to pass. Of course, he must be posted nearer to or farther from the wicket, according as the bowling is fast or slow.

It is general, moreover, to appoint two umpires, one for each side, who take up their positions near the wickets, and to whom every question that may arise during the match is to be referred. Their decision is to be accounted final, and no good cricketer would think of appealing from it, however much it may be at variance with his own opinion. It is the umpire's duty also to see that the rules are properly observed, and that every thing is carried on in good cricketing style. If the bowler, for example, raises his hand above the shoulder in delivering the ball, it is for the umpire nearest him to call "no ball." If the batsmen, in running, fail to ground their bats properly within the popping creases, it is his duty to disallow the run. He also decides when a ball, passing the striker at undue distance, is to be considered as "wide."

It is as well to arrange beforehand the turns in which the batsmen are to go in on each side for their innings. Care should, however, be taken not to put any player of extraordinary merit too near the bottom of the list, or it may happen that all his comrades' wickets being put down, he may have to carry out his bat, for want of a companion to stand at the opposite wicket, and thus his side will lose part of the score he might be reasonably expected to make. On the other hand, it is only courteous to see that the player who has been obliged to go out for want of a companion, in the first innings of the match, should go in earlier in the list in the second, so that one, at least, of his innings may be complete.

THE RULES OF THE GAME OF CRICKET.

The following Rules have been taken from those issued in a modified form by the Marylebone Club. Some alterations, which were thought necessary, have been made, and the forty-seven rules of the club have become forty-nine; not by the addition of new rules but by the subdivision of one into two in two instances.

1. The *Ball* must not weigh less than five ounces and a half, nor more than five ounces and three-quarters. It must measure not less than nine inches, nor more than nine inches and one-quarter in circumference.

2. The *Bat* must not exceed four inches and one-quarter in the widest part; it must not be more than thirty-eight inches in length.

3. The *Stumps* must be three in number, twenty-seven inches out of the ground; the bails eight inches in length; the stumps of sufficient thickness to prevent the ball from passing through.

4. The *Bowling Crease* must be in a line with the stumps; six feet eight inches in length, the stumps in the centre, with a return crease at each end toward the bowler at right angles.

5. The *Popping Crease* must be four feet from the wicket, and paralleled to it; unlimited in length, but not shorter than the bowling crease.

6. The *Wickets* must be pitched opposite to each other, at the distance of twenty-two yards.

7. It shall not be lawful for either party during a match, without the consent of the other, to alter the ground by rolling, watering, covering, mowing, or beating, except at the commencement of each innings, when the ground may be swept and rolled; such request to be made to one of the umpires within one minute after the conclusion of the former innings. This rule does not prevent the striker from beating the ground with his bat near to the spot where he stands during the innings, nor the bowler from filling up holes with sawdust, &c., when the ground is wet.

8. After rain the wickets may be changed with the consent of both parties.

9. The *Bowler* shall deliver the ball with one foot on the ground behind the bowling crease, and within the return crease, and shall bowl four balls each over.

10. The ball must be bowled, not thrown or jerked, and the hand must not be above the shoulder in delivery; and whenever the bowler shall so closely infringe on this rule as to make it difficult for the umpire to judge whether the ball has been delivered within the true intent and meaning of this rule or not, the umpire shall call "no ball."

11. He may require the striker at the wicket from which he is bowling to stand on that side of it he may direct.

12. If the bowler shall toss the ball over the striker's head, or bowl it so wide that in the opinion of the umpire it shall not be fairly within the reach of the batsman, he shall adjudge one run to the parties receiving the innings, either with or without an appeal, which shall be put down to the score of wide balls; such ball shall not be reckoned as one of the four balls; but if the batsman shall by any means bring himself within reach of the ball, the run shall not be adjudged.

13. If the bowler deliver a "no ball," or a "wide ball," the striker shall be allowed as many runs as he can get, and he shall not be put out except by running out. In the event of no run being obtained by any other means, then one run shall be added to the score of "no balls" or "wide balls," as the case may be. All runs obtained for "wide balls" to be scored to "wide balls." The names of the bowlers who bowl "wide balls" or "no balls," in future to be placed on the score, to show the parties by whom either score is made.

14. At the beginning of each innings the umpire shall call "play." From that time to the end of each innings no trial ball shall be allowed to any bowler.

15. The *Striker is out* if either of the bails be bowled off, or if a stump be bowled out of the ground.

16. Or, if the ball from the stroke of the bat or hand, but not the wrist, be held before it touch the ground, although it be hugged to the body of the catcher.

17. Or, if in striking, or at any other time while the ball shall be in play, both his feet shall be over the popping crease, and his wicket put down, except his bat be grounded within it.

18. Or, if in striking at the ball he hit down his wicket.

19. Or, if under pretence of running, or otherwise, either of the strikers prevent a ball from being caught, the striker of the ball is out.

20. Or, if the ball be struck and he wilfully strike it again.

21. Or, if in running the wicket be struck down by a throw, or by the hand or arm (with ball in hand), before his bat (in hand) or some part of his person be grounded over the popping crease. But if both the bails be off, a stump must be struck out of the ground.

22. Or, if any part of the striker's dress knock down the wicket.

23. Or, if the striker touch or take up the ball while in play, unless at the request of the opposite party.

24. Or, if with any part of his person he stop the ball, which, in the opinion of the umpire at the bowler's wicket, shall have been pitched in a straight line from it to the striker's wicket, and would have hit it.

25. If the players have crossed each other, he that runs for the wicket which is put down is out.

26. A ball being caught, no run shall be reckoned.

27. A striker being run out, that run which he and his partner were attempting shall not be reckoned.

28. If a lost ball be called, the striker shall be allowed six runs; but if more than six shall have been run before "lost ball" shall have been called, then the striker shall have all which have been run.

29. After the ball shall have been finally settled in the wicket-keeper's or bowler's hand, or shall have passed through the hands of the wicket-keeper for the bowler to resume bowling, it shall be considered dead; but when the bowler is about to deliver the ball, if the striker at his wicket go outside the popping crease before such actual delivery, the said bowler may put him out, unless (with reference to the 21st law) his bat in hand, or some part of his person, be within the popping crease.

30. If the striker be hurt, he may retire from his wicket, and return to it at any time during that innings.

31. If the striker be hurt, some other person may stand out for him, but not go in.

32. No substitute in the field shall be allowed to bowl, keep wicket, stand at the point, cover the point, or stop behind in any case.

33. If any fieldsmen stop the ball with his hat, the ball shall be considered dead, and the opposite party shall add five runs to their score; if any be run, they shall have five in all.

34. The ball having been hit, the striker may guard his wicket with his bat, or with any part of his body except his hands; that the 23d law may not be disobeyed.

35. The wicket-keeper shall not take the ball for the purpose of stumping, until it has passed the wicket; he shall not move till the ball be out of the bowler's hand; he shall not by any noise incommode the striker; and if any part of his person be over or before the wicket, although the ball hit it, the striker shall not be out.

36. The umpires are sole judges of fair or unfair play; and all disputes shall be determined by them, each at his own wicket; but in case of a catch which the umpire at the wicket bowled from cannot see sufficiently to decide upon, he may apply to the other umpire, whose opinion shall be conclusive.

37. The umpires in all matches shall pitch fair wickets, and the parties shall toss up for the choice of innings. The umpires shall change wickets after each party has had one innings.

38. They shall allow two minutes for each striker to come in, and ten

minutes between each innings. When the umpires shall call "play," the party refusing to play shall lose the match.

39. They are not to order a striker out unless appealed to by the adversaries.

40. But if any one of the bowler's feet be not on the ground behind the bowling crease, and within the return crease when he shall deliver the ball, the umpire at his wicket, unasked, must call "no ball."

41. If either of the strikers run a short run, the umpire must call "one short."

42. No umpire shall be allowed to bet.

43. No umpire is to be changed during a match, unless with the consent of both parties, except in case of a violation of the 42d law; then either party may dismiss the transgressor.

44. After the delivery of four balls, the umpire must call "over," but not until the ball shall be finally settled in the wicket-keeper's or bowler's hand; the ball shall then be considered dead; nevertheless, if an idea be entertained that either of the strikers is out, a question may be put previously to, but not after, the delivery of the next ball.

45. The umpire must take especial care to call "no ball" instantly upon delivery; "wide ball" as soon as ever it shall pass the striker.

46. The players who go in second shall follow their innings, if they have obtained one hundred runs less than their antagonists.

47. When one of the strikers shall have been put out, the use of the bat shall not be allowed to any person, until the next striker shall come in.

48. At the beginning of each innings, either party may call for a new ball.

49. No bowler shall be allowed to change wickets more than once during the innings.

It is usual for wicket-keeper and bowler to come provided with thick leather gauntlets, to protect the hands; the wicket-keeper especially, who has to stop the bowler's swift balls, will find his gauntlets any thing but useless appendages. Pads for the legs are also worn, and will save a good deal of bruising. Light flannel suits, like those worn by pupils practising gymnastics, are best for cricketing. Shoes with spiked soles, to prevent the players from slipping on the smooth turf are also used.

SINGLE WICKET.

The game of Single Wicket is a substitute for the more legitimate Double Wicket game, when the number of players will not suffice to play in the regular match fashion. The batsman has a stump set in the ground, to which he must run, and then back to his popping crease, as there is, of course, no companion to run with him. The wicket-keeper is generally dispensed with altogether; so that three or four scouts, with the bowler and batsman, are enough to play the game. When the players are very

few, they sometimes play "all against each other"—each one taking the bat in turn, and playing to get runs on his own account; he who scores most during two innings being considered the victor. Hits behind wicket do not count, when there are less than five players on a side. As single wicket is frequently played for practice, it is well to let each man change his position as often as convenient, that they may learn something of each separate operation of the cricket-field; the bowler of one innings being the long-stop of the next, the *point* of the third, &c. And here we must be allowed to give our young readers a very emphatic caution to avoid the bane of the cricketer, namely, carelessness in practice. He should always go into the field determined to do his very best, and to play as if he were playing a match, and as if the favorable issue of a day's efforts depended on him alone. Those who follow this game as a mere amusement, without zeal, perseverance, or determination, will not only never excel, but can hardly hope to avoid the ridicule of their more skilful companions. Especially is this caution against carelessness required in the matter of bowling. To obtain a correct method, the distance of the bowler from the wicket against which he bowls should always be the same. If you bowl from different distances at different times, the pitch will always vary; and precision in delivering the ball—the great object of all bowling—will never be obtained.

No match can be considered as decided until it is completely played out, however great the preponderance of runs on one side may be. The side neglecting to finish the match is considered to have lost it.

The following are the laws of Single Wicket:—

1. When there shall be less than five players on a side, bounds shall be placed twenty-two yards each in a line from the off and leg stump.

2. The ball must be hit before the bounds, to entitle the striker to a run; which run cannot be obtained unless he touch the bowling stump or crease in a line with his bat or some part of his person, or go beyond them; returning to the popping crease, as at a double wicket, according to the 21st law.

3. When the striker shall hit the ball, one of his feet must be on the ground and behind the popping crease, otherwise the umpire shall call "no hit."

4. When there shall be less than five players on a side, neither byes nor overthrows shall be allowed, nor shall the striker be caught out behind the wicket, or stumped out.

5. The fieldsman must return the ball so that it shall cross the play between the wicket and the bowling stump, or between the bowling stump and the bounds; the striker may run till the ball be so returned.

6. After the striker shall have made one run, if he start again he must touch the bowling stump and turn before the ball shall cross the play, to entitle him to another.

7. The striker shall be entitled to three runs for lost ball, and the same number for ball stopped with hat, with reference to the 27th and 33d laws of Double Wicket.

8. When there shall be more than five players on a side, there shall be no bounds. All hits, byes, and overthrows shall then be allowed.

9. The bowler is subject to the same laws as at Double Wicket.

10. No more than one minute shall be allowed between each ball.

When Single Wicket is played without sides, the first innings is tossed for; and when out, the striker takes the bowler's place, then that of the wicket-keeper, then fieldsman to the left of the bowler, and so on in succession, according to the number engaged.

GENERAL INSTRUCTIONS.

Hints upon Dress.—Eschew hats of every description. If made of straw they are apt to blow off and strike the wicket, or to baulk you in hitting or catching. Woollen caps, made with peaks to shelter the eyes, are preferable, being not only light and cool to the head, but absorbing the perspiration. As loose shirt-sleeves sometimes stop the ball in their folds, from whence it may be shaken on to the wicket, an elastic cotton or merino flannel shirt will be found the most convenient garment. If you incline to a flannel jacket you will find it of most service when fielding, or to slip on after leaving your wicket with such a score as may have induced copious perspiration. Encase your nether limbs in trousers of well shrunk flannel, with an India-rubber belt passed through loops sewn upon the waistband. Avoid braces, which unquestionably impede a cricketer's movements, whether he be striking, bowling, or fielding. Tie a cotton handkerchief round your neck, in preference even to the silk of Delhi, and this, with merino or thin worsted socks, and well spiked shoes, will complete your toilet. If the bowling be very swift, there is no objection to your donning India-rubber gloves, or, adopting paddings for the better preservation of your shins; and should you, perchance, get a bruise or two, remember the very best remedy is to rub with sweet oil until your arm aches.

Bowling and Wicket-keeping.—In bowling, an ounce of practice is worth a ton of theory. The bowler must learn by observation the weak stump of the batsman (as a commander reconnoitres the weak point of a fortress), and lay siege to it accordingly. As a general rule, the leg-stump is the most vulnerable, though balls pitched rather wide of the direct line to the off-stump, are puzzling to batsmen not well up in the hit known as "*the cut*." In reaching out at them, the batsman is very apt to strike *under* the ball, and cause a catch. Upon the bowler's judgment must depend the variation of his delivery from swift to slow, and *vice versa*. Where a style of round bowling is attained, accompanied by considerable bias, or twist, in the progress of the ball, after grounding, the batsman has no easy task in defending his wicket. But in adopting round bowling, eschew, by all means, the reprehensible practice of *throwing*;—remember the ball must be delivered with the hand below, and not above the shoulder. When practising, commence with moderate force of delivery, which is easily increased in velocity

after you have acquired the art of grounding the ball a proper length. The bias is imparted to the ball by forcibly inverting the wrist in the delivery, and at the same time imparting with the little finger an impulsive twist, by which the ball, according to the natural motion of bodies, acquires a circular rotation, combined with a lateral progression. In playing a match, there should be at least four good bowlers, to allow of a change at each wicket, if necessary.

The whole attention of the player should not be devoted either to bowling or batting, but be equally divided with fielding; for good fielding is a very important item in playing a match, and equally so is good wicket-keeping. Hence, the wicket-keeper is required to possess ready judgment, keenness of sight, and agility of limb. Like Putnam, he should not know *fear*, with reference to the velocity of the coming ball. He should continually watch the positions of the fieldsmen, changing the same by signals, that advantage may be taken of the batsman's weak points. It is also his duty to maintain silence, and prevent confusion during the game.

How to defend your Wicket.—The bifold task of the batsman consists in stopping some balls and hitting others. It is the proper discrimination of which to do that marks the practised player. Batsmen who adopt a slashing style of play, are apt to place too great a reliance upon mere physical force,



which they wrongly look upon as the source of success. Any one can slash away with impunity at a ball coming tolerably wide of the stumps; but our young reader doubtless well knows that, just *without* his reach, there is a spot upon which all straightly delivered balls that happen to ground are difficult to treat, and not merely dangerous, but frequently prove "trimmers." There is but an instant of time in which you must decide whether you will step forward and meet the ball, or receive it with the home block (see Engraving). If you adopt the

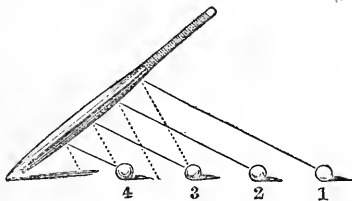
former plan, most likely the bowler will drop his succeeding balls gradually shorter, until you leave your ground, and (as the natural consequence of missing one of them) your wicket. Remember, if you should decide upon stepping in, and afterward change your mind, you cannot recover yourself sufficiently in time to take the ball on the back play. Now the advantage

of stopping these dangerous "length balls" by the home-block on the back play is, that the sight you thus get of the ball, by waiting its arrival, is much better than when the eye is directed forward in opposition to the advancing projectile. Therefore keep on your ground, and smother these balls by the home block, rather than risk your wicket by stepping in to hit them.

Now it must be understood that these observations apply only to balls grounding *without* the batsman's reach. When the bowler delivers the ball a few inches over the spot noted as "dangerous," it must be met by forward play (see Engraving). If the length at which it rises be sufficient for you to do so, lounge well out at it, and make, if possible, your brace of runs by this description of hit, generally known to cricketers as the "forward drive."



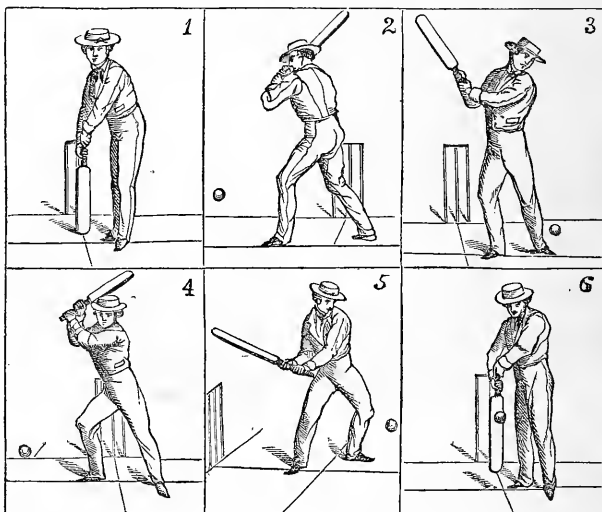
If, on the contrary, the ball grounds and rises sharply, and your sphere of action is so limited, that in striking at the ball you can hardly fail to strike your stumps at the same time, then smother it by the forward block. Generally speaking, forward play is the safest against swift bowling that comes within your reach, as the rapidity of the delivery, when the ball is met by back play, often sends it off into the Point's hands. While alluding to one chance of the batsman's being caught out, he may as well be reminded not to "spoon" the ball up into the air in his forward play. This he will avoid by not elevating the left elbow too much. The following diagram shows the angles at which the ball will rise to the bat, and rebound from it, according to the length of the bowler's delivery. No. 1 is the most difficult to dispose of, for if the batsman lounges out incorrectly, the ball may chance to rise just high enough to pass over the shoulder of the bat. No. 2 may be treated, as previously described, by "forward play." Nos. 3 and 4 deserve the hardest hitting your strength can bestow—a regular forward drive.



The following cuts represent the different positions of the batsman in defending his wicket:

No. 1 shows him in position ready for the ball, after the delivery of which

the bat is raised into some one or other of the following positions, or even into a still greater variety. No. 2 shows an advance of the left leg, to reach a wide ball on the "off side." No. 3 is the attitude in the "leg hit." No. 4 is the advance of the right leg for an "off ball." No. 5 shows what is



called "the drive;" and No. 6, "the draw." The grand principle is to avoid hitting at all balls coming straight at the wicket, which must be stopped or "blocked," as it is termed, instead; and to hit only at those which are going wide of the stumps, and always with a full bat.



AN UNEXPECTED HIT.

BASE-BALL.



THIS game, which is Rounders, or Town Ball, reduced to a system, and governed by scientific rules, is a graceful and invigorating pastime, and bids fair to become to this country what cricket is to England—the national game. We give the rules and principles of the game, as played by grown players, remarking that boys should reduce the distances there set down about one-sixth.

THE GROUND.

A base-ball ground should be level and free from irregularities; turfy, if possible, but, if gravelly, then the ground around the bases should be turfed, to prevent injury in falling, and the field should be about four hundred feet broad and six hundred feet long. The home base should be seventy feet from the head of the field. The bases should be made of wood, and a ring screwed in each, and they should be set flush with the ground.

In laying out your ground, fix first the point of your home base, then measure from that, down the field, one hundred and twenty-seven feet four inches, and there set your second base. Attach a cord one hundred and eighty feet long, with a knot in the middle, to the rings of the home and second base. By taking the knot in the hand, and stretching the cord as far as you can on the right, you will get the point of the first base; and then, by carrying it over to the left in the same way, you will get the third base. On a line from, and distant from the home forty-five feet toward the second base, is the pitcher's point. The foul-ball posts are placed on a line

with the home and first, and home and third base, at least one hundred feet from the bases; and should be painted, and high enough from the ground to be seen by the umpire.

BASES AND PITCHER'S POINT.

The bases are made of canvas, or some heavy stuff, and filled with cotton or hair; are about fourteen by seventeen inches, and fastened to the base-blocks with strips of harness-leather. Four quoits, nine inches across, *flat side up*, and painted white, show the pitcher's point, and the home base, and have iron spikes at the bottom, to keep them from being shifted. A piece of plank, set edgewise, six feet long, two inches wide, and eight inches deep, and the edge above ground enough to catch the umpire's eye, makes the line of the pitcher's position.

BAT AND BALL.

The form and shape of the bat and ball are regulated by the rules. For ordinary use ash is the best material; but those who like a heavy bat will take hickory, and for a light bat, English willow is preferable.



THE STRIKER.

BATTING.

There are different styles. Each player chooses what best suits him. Some give a blow like a woodman, grasping the handle with the left hand, and sliding the right toward it; some take the bat near the middle, with both hands; others seize the handle with both hands, and give a swinging hit. Whichever mode you adopt, plant yourself firmly on the ground, with your left foot on the striker's position, and while you meet the ball with a quick stroke, do not hit so hard as to lose your balance.

If your foot is off the position, and a ball comes perpendicularly to the ground, it will not be a foul ball.

THE GAME.

There are nine players on a side—one side having the bat, and the other the field. The fielders are as follows: Catcher, Pitcher, first, second, and

third Basemen ; Short Stop, and Right, Left, and Centre Fieldsman. By looking at the diagram you will see the relative positions. Whoever wins the toss at the outset, can either bat or field first. The batsman takes his position at the home base, on a line drawn through its centre, parallel to one

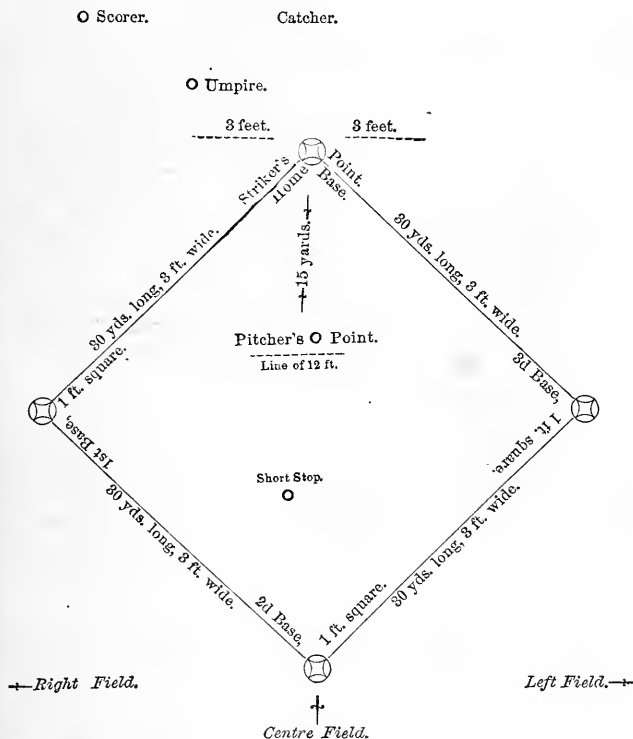


DIAGRAM OF A BASE-BALL FIELD.

extending from the first to the third base, and extending three feet on each side of it. As soon as he hits the ball he starts for the first base, and is succeeded by the other batsmen in turn. When three of these are put out, the fielders take their turns at the bat, and play their innings; and so on, to the close of the game, which consists of nine innings on a side. If the batsman, after touching successively the first, second, and third bases, reach

the home base, untouched by the ball in his adversary's hands, he is entitled to score one run; and if he hits the ball so far as to make the four bases before it is returned, he makes a home run. If the game be interrupted or stopped before each side have played five innings, it is drawn. The rest of the game will be found by a reference to the rules.

FIELD POSITIONS.

Catcher.—His business is to catch or stop all balls pitched or thrown to the home base, to catch all tips and foul balls, throw the ball swiftly and



THE CATCHER.

unerringly to the bases, and keep a watch over the whole field. When a player has made the first base, the catcher gets nearer the striker, so as to take the ball from the pitcher before it bounds; and so soon as the ball is delivered, and the player runs from first to second base, he takes the ball before bounding, and delivers it swiftly to the second base, in time to cut off the player before he gets to that base. When the catcher sees several fielders running to catch a ball, he should name the one he thinks surest to take it, when the others should not strive to catch the ball on the fly, but only, in case of its being missed, take it on the bound.

Short Stop.—His duty is to stop all balls that come within his reach, and pass them to whatever base the striker is aiming at. When necessary, he covers the third base, and backs up the second and third bases, when the ball is thrown in from the field. He must be ready to take foul balls on the bound, when missed on the fly by the pitcher, or third baseman.

Pitcher.—His position is behind a line, four yards long, drawn at right angles from the home to the opposite base, at the distance of forty-five feet from the home. He should be chosen for his good fielding, and swift and accurate delivery of the ball, which he must pitch, and not throw. The ball must be delivered as near as he can to the home base, to the striker, and high enough to prevent its bounding at or before the base. He should keep his eye out to the bases, and when he sees the players endeavoring to run to the bases, should deliver an accurate and swift ball to the basemen.

He should be able to pitch the ball quickly and evenly, and give it at the same time that bias, or twist, which is best to baffle the batsman's blow, and yet is a fair ball at the striker. He should catch, too, if a player endeavors to make the home base while he is pitching, and follow his ball to the home, where he will take it from the catcher.

Left Field.—As half, or may be more, of the balls hit are sent in his direction, he should be a sure catcher, as well as a good thrower and runner.

Centre Field.—*Right Field.*—These require the same qualities as the other field; but as few balls go to him, it is usual to put the poorest player in the last named position.

Batsman.—He must not get over three feet from either side of the line drawn through the centre of the home base, and wait the coming of a proper ball; but when a fair ball comes he should strike. When he has hit the ball he should drop, not throw his bat, and make for the first base; for if it be a foul ball the umpire will declare it at once, and he can easily return. The rules, if studied, will speak further of him and his duties.

First Base.—He should take a position a little below his base, and inside the line of the foul-ball post, to catch balls he would otherwise miss. The moment the ball is struck, and does not come near him, he must get back to his base, and with one foot on it, be ready to receive the ball from any fielder; because the striker may be put out at the first base without being touched by the ball, provided the baseman, with ball in hand, touches the base before the striker gets there. The moment he has held the ball, he should either send it to the pitcher, or to any other base that players are trying to make.



THE PITCHER.

Second Base.—He should play generally to the left and a little back of his base, though he should be guided in it by the customary play of the striker. When the striker reaches the first base, he should return to his base, prepared to receive the ball from the catcher, and be ready to put out the striker by touching him with the ball. On no base, except the first, can the striker be put out by the baseman holding the ball, except when balls

are caught on the fly, or are foul, when the player, in returning to the base he has left, may be put out, as at the first base.

Third Base.—The same general rules will apply here as to the second base, in regard to practice.



THE BASE-TENDER.

ON FIELDING.

The fielders should always be able to throw the ball to base from long field; and whenever they stop the ball, they should return it *at once*, either to the pitcher, or to the baseman needing it. Let each start the moment the ball is struck, so as to take it, if possible, on the fly, and not on the bound. It is easier to take a ball by running forward than backward. You may be deceived by a ball being hit high to long field, and think it will come farther than it will—a ball describing a more sudden curve in its descent than ascent. Practice and a keen eye must strengthen the fielder's judgment on this point.

THE UMPIRE AND SCORER.

The Umpire.—The position of the umpire is not altogether desirable, for he must displease some one with his decision. But he should not merely be impartial, nevertheless, but strict, in enforcing the rules of the game, and prompt in his decision, giving an opinion in general according to the first impression on his mind, which, in ninety-nine cases out of a hundred, he will find correct. If the point is doubtful, the rule is to decide in favor of the ball. He should call a foul ball instantly; and call out "one strike," and so on through to "three strike," whenever a player persists in refusing fair balls. He must keep his eyes about him, see that the pitcher does not jerk the ball, or have one foot before his position, or in any other way violate the rules; and see that the batsman is on his line. If the striker is off his line, and the ball therefore fall behind the base when struck, the umpire will declare it a fair ball. His position is to the right of, and between the striker and catcher, in a line between the third and home base, unless the striker is left-handed, when he takes the opposite side. If either side try to prolong the game, in order that night may stop it, let him decide it by the last fair innings, or make it a draw. Let him remember that a bound is when it has struck the ground but once, though it may have struck against a tree or other stationary object before.

The Scorer.—His duty is very plain. He is the clerk of the game, to set

down every thing as it is; and therefore he should know the game thoroughly in every point.

The following are the rules adopted by the National Association of Base-Ball Players, with the latest amendments :

RULES AND REGULATIONS

Adopted by the National Association of Base-Ball Players, held in New York, December 9, 1863.

SEC. 1. The ball must weigh not less than five and one-half nor more than five and three-fourths ounces, avoirdupois. It must measure not less than nine and one-half, nor more than nine and three-fourths inches in circumference. It must be composed of India-rubber, and yarn, and covered with leather, and, in all match games, shall be furnished by the challenging club, and become the property of the winning club as a trophy of victory.

SEC. 2. The bat must be round, and must not exceed two and a half inches in diameter in the thickest part. It must be made of wood, and may be of any length to suit the striker.

SEC. 3. The bases must be four in number, placed at equal distances from each other, and securely fastened upon the four corners of a square, whose sides are respectively thirty yards. They must be so constructed as to be distinctly seen by the umpire, and must cover a space equal to one square foot of surface. The first, second, and third bases shall be canvas bags, painted white, and filled with sand or saw-dust; the home base and pitcher's point to be each marked by a flat circular iron plate, painted or enamelled white.

SEC. 4. The base from which the ball is struck shall be designated the home base, and must be directly opposite to the second base; the first base must always be that upon the right-hand, and the third base that upon the left-hand side of the striker, when occupying his position at the home base. *And in all match games, a line connecting the home and first base and the home and third base, shall be marked by the use of chalk, or other suitable material, so as to be distinctly seen by the umpire.*

SEC. 5. The pitcher's position shall be designated by two lines, four yards in length, drawn at right angles to a line from home to second base, having their centres upon that line at two fixed iron plates, placed at points fifteen and sixteen yards distant from the home base. The pitcher must stand within the lines, and must deliver the ball as near as possible over the centre of the home base, and for the striker.

SEC. 6. Should the pitcher repeatedly fail to deliver to the striker fair balls, for the apparent purpose of delaying the game, or for any other cause, the umpire, after warning him, shall call one ball, and if the pitcher persists in such action, two and three balls; when three balls shall have been called, the striker shall be entitled to the first base; and should any base be occu-

pied at that time, each player occupying them shall be entitled to one base without being put out.

SEC. 7. The ball must be pitched, not jerked or thrown to the bat; and whenever the pitcher draws back his hand, or moves with the apparent purpose or pretension to deliver the ball, he shall so deliver it, and must have neither foot in advance of the front line or off the ground at the time of delivering the ball; and if he fails in either of these particulars, then it shall be declared a balk.

SEC. 8. When a balk is made by the pitcher, every player running the bases is entitled to one base, without being put out.

SEC. 9. If the ball, from a stroke of the bat, *first touches the ground, the person of a player, or any other object*, behind the range of home and the first base, or home and the third base, it shall be termed foul, and must be so declared by the umpire, unasked. If the ball first touches the ground, either upon, or in front of the range of those bases, it shall be considered fair.

SEC. 10. A player making the home base, shall be entitled to score one run.

SEC. 11. If three balls are struck at, and missed, and the last one is not caught, either flying or upon the first bound, it shall be considered fair, and the striker must attempt to make his run.

SEC. 12. The striker is out if a foul ball is caught, either before touching the ground, or upon the first bound.

SEC. 13. Or, if three balls are struck at and missed, and the last is caught, either before touching the ground, or upon the first bound;

SEC. 14. Or if a fair ball is struck, and the ball is caught either without having touched the ground, or upon the first bound;

SEC. 15. Or, if a fair ball is struck, and the ball is held by an adversary on first base, before the striker touches that base.

SEC. 16. Any player running the bases is out, if at any time he is touched by the ball while in play in the hands of an adversary, without some part of his person being on the base.

SEC. 17. No ace or base can be made upon a foul ball; such a ball shall be considered dead, and not in play until it shall first have been settled in the hands of the pitcher. In such cases players running bases shall return to them, and may be put out in so returning in the same manner as the striker when running to the first base.

SEC. 18. No ace nor base can be made when a fair ball has been caught without having touched the ground; such a ball shall be considered alive and in play. In such case players running bases shall return to them, and may be put out in so returning, in the same manner as the striker when running to first base; but players, when balls are so caught, may run their bases immediately after the ball has been settled in the hands of the player catching it.

SEC. 19. The striker must stand on a line drawn through the centre of the

home base, not exceeding in length three feet from either side thereof, and parallel with the line occupied by the pitcher. He shall be considered the striker until he has made the first base. Players must strike in regular rotation, and, after the first innings is played, the turn commences with the player who stands on the list next to the one who lost the third hand.

SEC. 20. Players must make their bases in the order of striking; and when a fair ball is struck, and not caught flying (or on the first bound), the first base must be vacated, as also the second and third bases, if they are occupied at the same time. Players may be put out on any base, under these circumstances, in the same manner as the striker when running to the first base.

SEC. 21. Players running bases must touch them; and, so far as possible, keep upon the direct line between them; and must touch them in the following order: first, second, third, and home; and if returning must reverse this order; and should any player run three feet out of this line, for the purpose of avoiding the ball in the hands of an adversary, he shall be declared out.

SEC. 22. Any player, who shall intentionally prevent an adversary from catching or fielding the ball, shall be declared out.

SEC. 23. If the player is prevented from making a base, by the intentional obstruction of an adversary, he shall be entitled to that base, and not be put out.

SEC. 24. If an adversary stops the ball with his hat or cap, or takes it from the hands of a party not engaged in the game, no player can be put out unless the ball shall first have been settled in the hands of the pitcher.

SEC. 25. If a ball, from the stroke of a bat, is held under any other circumstances than as enumerated in Section 24, and without having touched the ground more than once, the striker is out.

SEC. 26. If two hands are already out, no player running home at the time a ball is struck, can make an ace if the striker is put out.

SEC. 27. An innings must be concluded at the time the third hand is put out.

SEC. 28. The game shall consist of nine innings to each side, when, should the number of runs be equal, the play shall be continued until a majority of runs, upon an equal number of innings, shall be declared, which shall conclude the game.

SEC. 29. In playing all matches, nine players from each club shall constitute a full field, and they must have been regular members of the club which they represent, and of no other club, for thirty days prior to the match. No change or substitution shall be made after the game has been commenced, unless for reason of illness or injury. Position of players and choice of innings shall be determined by captains previously appointed for that purpose by the respective clubs.

SEC. 30. The umpire shall take care that the regulations respecting balls,

bats, bases, and the pitcher's and striker's positions, are strictly observed. He shall keep a record of the game in a book prepared for the purpose; he shall be the judge of fair and unfair play, and shall determine all disputes and differences which may occur during the game; he shall take especial care to declare all foul balls and balks, immediately upon their occurrence, unasked, and in a distinct and audible manner. *He shall, in every instance, before leaving the ground, declare the winning club, and shall record his decision in the score books of the two clubs.*

SEC. 31. In all matches the umpire shall be selected by the captains of the respective sides, and shall perform all the duties enumerated in Section 30, except recording the game, which shall be done by two scorers, one of whom shall be appointed by each of the contending clubs.

SEC. 32. No person engaged in a match, either as umpire, scorer, or player, shall be, either directly or indirectly, interested in any bet upon the game. Neither umpire, scorer, nor player shall be changed during a match, unless with the consent of both parties (except for a violation of this law), except as provided in Section 29, and then the umpire may dismiss any transgressors.

SEC. 33. The umpire in any match shall determine when play shall be suspended; and if the game cannot be concluded, it shall be decided by the last even innings, provided five innings have been played, and the party having the greatest number of runs shall be declared the winner.

SEC. 34. Clubs may adopt such rules respecting balls knocked beyond or outside of the bounds of the field, as the circumstances of the ground may demand; and these rules shall govern all matches played upon the ground, provided that they are distinctly made known to every player and umpire, previous to the commencement of the game.

SEC. 35. No person shall be permitted to approach or to speak with the umpire, scorers, or players, or in any manner to interrupt or interfere during the progress of the game, unless by special request of the umpire.

SEC. 36. No person shall be permitted to act as umpire or scorer in any match, unless he shall be a member of a Base-Ball Club governed by these rules.

SEC. 37. Whenever a match shall have been determined upon between two clubs, play shall be called at the exact hour appointed; and should either party fail to produce their players within fifteen minutes thereafter, the party so failing shall admit a defeat.

SEC. 38. No person who shall be in arrears to any other club, or who shall at any time receive compensation for his services as player, shall be competent to play in any match.

SEC. 39. Should a striker stand at the bat without striking at good balls repeatedly pitched to him, for the apparent purpose of delaying the game, or of giving advantage to a player, the umpire, after warning him, shall call one strike, and if he persists in such action, two and three strikes. When

three strikes are called, he shall be subject to the same rules as if he had struck at three fair balls.

SEC. 40. Every match hereafter made shall be declared by a single game, unless otherwise mutually agreed upon by the contesting clubs.

CROQUET.

THIS game (pronounced cro-kay') is of French origin, and has been only recently introduced into this country. As it is an out-door game, requiring some skill, and giving a variety of exercise, without being too fatiguing, it is likely to become popular; and we will give its details in full.

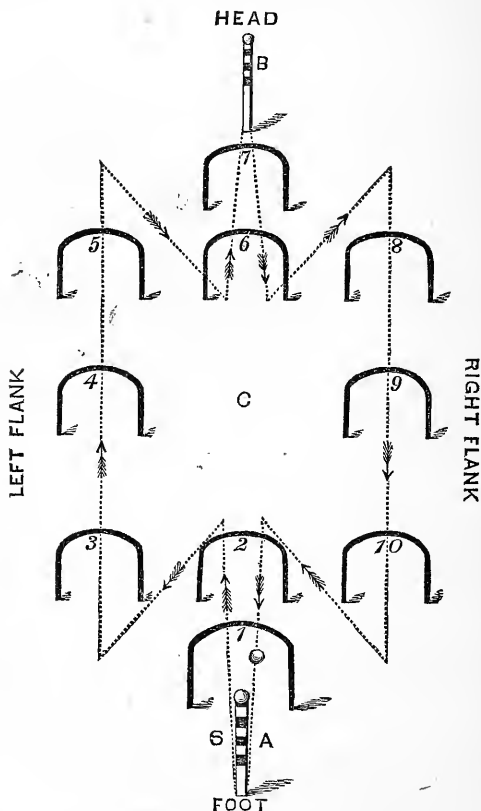
Croquet can be played only on a level piece of ground; but a good Croquet-ground should be close turf—the grass cut short, the moss killed out, and the ground well rolled. The area required is not large—about sixty by ninety feet. If it be for a permanent Croquet-ground, there should be a shallow ditch around it, to prevent the balls from straying. Of this rectangle laid out for the course of the ball, the lower part is the base, or foot, the opposite end the head, while the sides are respectively the right and left flanks. In the centre of the foot is the spot from whence the play begins, and here the starting-stake is set; and in the centre of the head is the turning-stake. There are ten bridges, with a span of twelve inches, made of iron wire, and stuck in the ground, leaving six to eight inches above ground. The stakes are of wood, two feet in length, and having eight rings of different colors, running down in this way: black, yellow, red, white, blue, orange, brown, green. It is from the starting-stake, through the bridges, touching the turning-stake, and from the other flank, back to the spot, that the balls are driven, by a mallet in the hands of the player. The course of the ball will be seen by an examination of the diagram.



The balls are made of wood, are turned to be ten inches in circumference, of beech, willow, or plane tree, eight in number, and painted to correspond to the rings on the starting-stake. This allows one to each player, though when four play they can either use four, or play two each. The mallet has a head with a diameter of two and one-third inches, and a length of four, a

cylinder, slightly hollow in the middle, and having the ends slightly convex. The shank of the mallet is slender, tapering toward the head, about nine-tenths of an inch in diameter at the butt, and two feet and a half long. The shank should be of well-seasoned hickory—the head of dogwood, heart-hickory, or box—the latter preferable.

The distance from the starting-stake should be about ten feet from the base, and the turning-stake should have the same distance from the head.



A, The Starting-stake. B, The Turning-stake. C, The Centre. S, The Spot.

1, 2, Lower Central Bridges. 3, 4, 5, Left Flank Bridges.

6, 7, Upper Central Bridges. 8, 9, 10, Right Flank Bridges.

The dotted lines and arrows indicate the course of a ball in making the grand round of the game.

The bridges or hoops should be set—No. 1, ten feet from the starting-stake; No. 2, ten feet farther on in a direct line toward the head; Nos. 6 and 7 should be twenty and ten feet from the turning-stake. The distance between Nos. 2 and 6 is according to the length of the ground. No. 3 and No. 10 should be on a line at right angles with Nos. 1, 2, 6, and 7, and in line with 2; and No. 5 and No. 8 in a like position with No. 6. Midway between 3 and 5, and 8 and 10, the two remaining bridges are set. The precise space of the spot is one mallet's length behind bridge No. 1.

In beginning the game, a match is made—four or two on a side, according to the number of players—under two chiefs. In order to determine first choice of allies, the chiefs drive a ball through the first bridge, and the one who comes nearest to the starting-stake with the first blow has the choice. They then choose alternately. When it is made up they take the balls in rotation, beginning with the color on top of the starting-stake, and going down, and play with those.

Whatever be the number of players, the object of each is to make the *grand round* and *strike out* against the starting-stake—by the accomplishment of which feat, the “victory” is obtained.

The *course* of the ball in making the *grand round* is, first, from the spot, through bridges 1 and 2 *upward*; then to the left flank in front of 3; thence through 3, 4, and 5; thence back to the line of the centre in front of 6; thence through 6 and 7, making the *half-round*.

The stake is next *tolled*; after which the ball runs back through 7 and 6, *downward*, or in a direction contrary to its previous course.

Having re-run 7 and 6, it crosses over to front of the right flank bridges—their front being the reverse to that of those on the left. It then *runs* 8, 9, and 10, *downward*; crosses again to the centre line above 2; and re-runs 2 and 1 toward the starting stake.

It has thus completed the *grand round*; and being once more placed upon the *spot*, has the option—either of *striking out*, or continuing the play, with the privileges of the *Rover*.

As the victory is not declared till *all* the friends of a side are struck out, the act of *striking out* is usually delayed by each, until the last of that side has completed the *grand round*. The striking out of any individual ball—while any of its *friends* are still far back in the game—is a serious loss, instead of a gain, to the *side* to which it belongs: more especially since the *rover* is endowed with certain privileges, which render him either a valuable friend, or a formidable enemy.

Under certain circumstances it is not impossible to make the *grand round* in a *single tour* of play; but the individual who can accomplish this feat, may be regarded as a “crack croquet player.” An ordinary player will take a dozen—perhaps a score—of tours to return to the starting-stake; and even a good “hand” at croquet, will usually require a considerable number, to enable him to accomplish the desired end.

A ball in going its round meets with two distinct classes of interruptions—

one voluntary, the other unavoidable. Of the former kind, there is the diverging from its course to attack an *enemy*, by roquet and croquet, and *spoil* the latter's position; or, by the same means to *help on a friend*. A ball may also voluntarily diverge from its course to *place itself near* a friend, so that the latter, when its tour comes on, may by roquing upon it, make position.

The *involuntary* obstructions to the course of a ball are of various kinds: attempting the bridges, and failing to attain them; passing without *running* them; crossing at the *corners*, without the possibility of *turning* them; being roqued or croqueted out of position; played out of its proper tour, and duly challenged; attempting to make a roquet, and failing in the attempt; or permitted to "*flinch*" from under the foot of its player while in the act of croquet;—any of these contingencies will obstruct a ball on its *round*.

Croquet is somewhat like billiards, the mallet taking the place of the cue. The strokes and advantages can be best gleaned from the technical terms of the game, and from the rules, which follow:—

TERMS USED IN CROQUET.

Arena.—The space enclosed within the boundaries of the croquet-ground.

Attacking.—Playing at an enemy's ball, for the purpose of *spoiling* it.

Back of a Bridge.—The side reverse to the *front*.

Blow.—The stroke of the mallet.

Booby.—A ball that has attempted to run the first bridge, and either *rues* or *overruns* it.

Bridged Ball.—A ball that has run the first bridge.

Centre.—The central part of the arena.

Central Bridges.—Those in a line between the two stakes. They are *upper* and *lower*.

Chiefs.—The players selected to marshal the sides.

Climbing on the Scape-Goat.—Roquing a ball into a better position for the player: so that the roquing ball may get in front of its own proper bridge, or obtain some other advantage of position.

Concussion.—The displacement of a ball by another—driven against it by roquet, croquet, ricochet or roquet-croquet; and not hit directly, either by the mallet or the playing ball.

Corners.—The points of passage, between the lines of flank and central bridges.

Course.—The direction taken by the ball on its round.

Croquet.—The title of the game.

Croqueterie.—The implements, viz.:—*Balls, bridges, mallets, and stakes*.

Croquing.—A ball, having made roquet on another, is taken up, and placed in contact with the ball on which it has roqueted. The player sets foot upon the former; presses firmly, so as to hold it in place; and, with a blow of the mallet, drives the roqueted ball in whatever direction may be desired.

Dead Ball.—A rover struck against the starting-stake, and therefore struck out of the game.

Double-Point.—Two points made by the same blow of the mallet.

Enemy.—An adversary.

Flank Bridges.—Those upon the flanks—also denominated *right* and *left*.

Flanks.—The sides of the rectangle—or of whatever figure they have been chosen for the croquet-ground. They are *right* and *left*.

Flinch.—When the ball in the act of “croquet,” at the blow of the mallet, glides from under the foot of the player.

Fluke.—When a point is made not due to the skill of the player.

Foot.—That part of the arena contiguous to the starting-stake.

Friend.—A partner in the game.

Front of a Bridge is that side, from which the player must proceed, in passing through or running it.

Grand Round.—The “grand round” consists in duly running all the bridges—the central ones in both directions—tolling the turning-stake in its proper time, and returning to the *spot*—whence the player may either *strike out* or continue the play.

Half Round.—Having reached the point, where the turning-stake is to be tolled.

Head.—That part of the arena contiguous to the turning-stake.

Helping a Friend.—Roquing, or croquing a friend's ball into position; causing it to run a bridge, toll the turning-stake; or otherwise forwarding it on its round.

Leading Ball.—The ball played first from the spot.

Making Position.—Making roquet, or ricochet, on a ball already in position.

Marshalling the Sides.—Making the match.

Nursing.—Croquing a ball—either a friend or an enemy—through, or around, its own proper bridge; then running the bridge; roquing and croquing the same ball again; and so proceeding on the round.

Oblique Bridge.—A bridge, the plane of whose arch is not perpendicular to the horizon, or to the *course* of play.

Overrunning a Bridge.—When a ball, struck by the mallet, rolls past and not through, the bridge at which it has been played, it is said to *overrun* it.

Point.—Making a success, viz.:—a *point* in the game.

Position.—A ball is *in position*, when it lies in *front* of its proper bridge, with a possibility of running it by a single blow of the mallet; and *out of position*, when the contrary is the case.

Proper Bridge.—That which the player intends to pass through, is his, or her, *proper* bridge for the time.

Push.—When the player presses the ball forward with the mallet, instead of giving it a *blow*.

Re-Roquet.—To roquet the same ball twice, without any intervening action of the play.

Ricochet.—A ball making roquet on two or more balls, by the same blow of the mallet.

Roquet-Croquet, or Croquet sans Pied.—A ball having made roquet, is taken up; placed contiguous to the roqueted ball; and, without being held under the foot, is struck by the mallet, and driven—as also the roqueted ball—in the direction desired.

Roquet.—A ball makes “roquet” when, proceeding from a blow of the mallet, it comes in contact with another ball.

Rover.—A ball that has made the grand round.

Rueing a Bridge.—When a ball, struck by the mallet, fails to reach the bridge at which it has been played, it is said to *rue* it.

Running a Bridge.—When a ball has been driven through the arch of its proper bridge, either by a blow of the mallet, by roquet, croquet, ricochet, concussion, or roquet-croquet, it is said to *run* that bridge.

Side.—A set of partners, or *friends*.

Spoiling an Enemy.—Striking an enemy's ball out of position, by roquet, croquet, ricochet, concussion, or roquet-croquet, and so retarding it on its round.

Spot.—The point from which the play commences.

Starting-Stake.—The stake from which the play proceeds—placed proximate to the *spot*, at the lower end of the arena.

Striking for First Choice.—The chiefs “strike” for first choice of *friends*, by playing a ball at the starting-stake, from between the piers of bridge No. 1; whoever places the ball nearest to the stake has the choice.

Striking Out.—A ball struck against the *starting-stake* by mallet, roquet, ricochet, concussion, croquet, or roquet-croquet, after having run *all* the bridges—the central ones in both directions—and tolled the turning-stake, is *struck out*; that is, out of the game.

Tolling the Stake.—A ball struck *against the turning-stake* by mallet, roquet, ricochet, concussion, croquet, or roquet-croquet, at its *proper* time,—that is, after having run the *central* and *left flank* bridges *upward*,—is said to *toll* or *pay toll* to the stake.

Tour of Play.—Is the turn given to each player. It *continues* so long as a point is made, and *terminates* with a failure.

Turning a Corner.—Proceeding from the flank to the central bridges, or *vice versa*; and *running* one or more of both in the same *tour* of play.

Turning-Stake.—The stake set opposite to the starting-stake, and near the upper end of the arena.

“Up the Country.”—A ball croqueted beyond the boundaries is sent to “Hong Kong,” or “up the country.” The owner, with an indifferent grace, stands gazing after it; and the journey, required to bring it back within the arena, is usually performed with an air of the most profound melancholy—not unmingled with chagrin.

Victory.—When all of a side succeed in *striking out*.

RULES FOR THE GAME OF CROQUET.

1. One of each side plays alternately.
2. The ball must be struck or pushed by the end of the mallet only. In starting, the balls to be placed not more than twelve inches from the post.
3. The bridge or hoop must on no account ever be moved to afford the player any convenience in playing.
4. Going through a hoop gives a fresh move.
5. To count, the ball must be quite through the hoop, but going through one backward counts for nothing.
6. To count, the hoops must be passed in proper succession.
7. Playing out of turn loses the move.
8. To get a roquet, the player must hit the ball he wishes to roquet with his own; in so doing, he may play his ball with sufficient force to move the hit ball into another position. He then places his ball close on any side of the hit ball, taking care, in so doing, not to move the latter.
9. The left foot is placed on the player's own ball, which he then hits with his mallet.
10. When making the roquet, the player's ball must not move from its position; if moved, the balls must be replaced for another trial, three trials being allowed.
11. After the player has passed through a hoop, he is entitled to another stroke; or after having roqueted another ball.
12. The player can only roquet the same ball once, until he again passes through the hoop.
13. A ball half through a hoop is considered altogether through.
14. If a player misses a hoop, he must return to the side of it that he played from, either through or around the hoop, as most convenient.
15. A ball must not be lifted from the ground, if in the way of another player. If the ball of one player strike that of another which is not available for a roquet, both balls remain to wherever sent; but if the ball be hit, and available for a roquet, it must be roqueted.
16. If the roqueted ball be moved ever so little, the players remaining stationary, it is a roquet.
17. No player can roquet or be roqueted until he has been through the first hoop.
18. A roquet entitles the player to roquet another ball, or make a move.
19. The player cannot roquet the same ball twice in the same move. He can push it on by hitting it with his own, or, going through a hoop, can again roquet that ball.
20. You can roquet friend or foe—helping your friend, or sending your foe to a distant part of the ground.
21. At any stage of the game the player may go where he pleases to roquet balls.

22. When a ball is hit, it must be roqueted.

23. After hitting the lower stick, the ball may be placed in a favorable position, alongside the stick, to go through the proper hoop; but if moved, a roquet cannot be played until the ball has been through a hoop.

24. When the player, having gone through all the hoops, hits the winning stick, he is out; but it is not obligatory to hit it when first reached, the player may return as a "rover," to roquet friend or foe.

25. Going through a hoop does not give a "rover" an additional move, as they have all been previously passed through; he gets other moves by roquing balls.

26. He cannot roquet the same ball again until his turn comes round; but he can roquet other balls.

27. A ball that has not been through the first hoop cannot roquet; but it can be roqueted.

28. If a ball that has not passed through the first hoop be sent behind the stick at the starting-point, it can be brought up to the starting-point and start afresh.

29. On striking the second stick, the player has the option of either leaving his ball to wherever it may have glided, or of bringing it back to the stick.

30. When intending to roquet another ball, the player must strike his own ball with as much force as he pleases, in order to drive the ball about to be roqueted into an unfavorable or favorable position. The player's ball must always be the one moved in roquing.

31. If, in roquing, the player's ball slips from under his foot when he strikes it, it must be brought back to the place he struck it from.

32. If you hit a ball, and from it glance off through a hoop, you must return to croquet the ball, and are not considered through the hoop. In like manner, if you croquet a ball, and, glancing off from it, hit the post, you have hit the ball, but are not considered to have hit the post.

33. When you croquet a ball, and from it hit another, you must croquet the one hit first, and then the second; but if an intermediate ball be nearer the player than either of them already hit, he must not attempt to croquet it until the others have been disposed of.

34. At the upper post you may not take your ball up after hitting the post, but must proceed from the place to where the ball rebounds.

35. Those balls which roll out of the ground remain where they roll to, until their turn for play comes, and then they are placed on the ground twice the length of the head of the mallet from the edge.

36. Players must identify their balls when called upon to do so, and state also (if asked) which is their next hoop.

37. If, in croquing, you move your adversary's or partner's ball, though you do not hit your own, a fresh stroke may be taken.

38. It is not lawful to follow your ball when striking. If this happens, the striker shall take his ball up, and play again from the point he hit from.

39. A person on each side may be selected to direct the play, but no assistance to be given by holding bats or otherwise.

40. To win, the winning stick must be hit by all on one side.

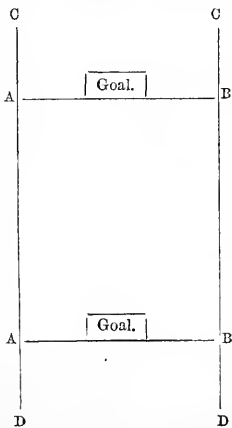
There are several modifications of this now fashionable game, but the above rules will be found to be the most conducive to the amusement of the players.

FOOT-BALL.



THE players are divided into two parties, equal in number, and each party has to defend one of two goals, or homes (see Diagram), into which the other tries to kick the Foot-ball. The party who gains two out of three "goals" is generally considered to have won the game. The lines

C D, drawn at right angles to the goal-lines A B, are called "touch-lines;" when the ball is kicked behind these, it is said to be "in touch," and a player brings it forward to the line, flinging it to his players, who wait at the edge for it. "Place-kick" is when the ball is put on the ground and kicked from where it lies. "Punting" is when the ball is dropped from the hands and kicked before it reaches the ground. In a *drop*, the ball is dropped and kicked at the moment it touches the ground. A *free kick*, is the privilege of kicking the ball, without obstruction, in such manner as the kicker may think fit. A *fair catch*, is when the ball is caught, after it has touched the person of an adversary, or has been kicked, knocked on, or thrown by



an adversary, and before it has touched the ground, or one of the side catching it; but if the ball is kicked from out of touch, or from behind goal-line, a fair catch cannot be made. *Hacking*, is kicking an adversary on the front of the leg, below the knee. *Charging*, is attacking an adversary with the shoulder, chest, or body, without using the hands or legs. *Knocking on*, is when a player strikes or propels the ball with hands, arms, or body, without kicking or throwing it. *Holding* includes the obstruction of a player by the hand, or any part of the arm below the elbow. The goals are placed eighty or one hundred yards apart, and are generally marked by stakes being driven in the ground.

The ball should be an ox-bladder, inflated with air and covered with leather. In order to dispose of the players to the best advantage, the best man should stand in front, and goal-keepers should remain at their stations, to prevent the ball passing through, and not leave them, except when their assistance seems absolutely necessary. After each game, the players change sides; by which means any advantages of wind, sun, or sloping ground are neutralized.

THE LAWS OF FOOT-BALL, AS PLAYED AT RUGBY.

1. Kick off from middle must be a place-kick.
2. Kick out must not be from more than twenty-five yards out of goal.
3. Fair catch is a catch direct from the foot, or a knock on from the HAND of the opposite side.
4. Charging is fair, in case of a place-kick, as soon as the ball has touched the ground; in case of a kick from a catch, as soon as the player offers to kick, but he may always draw back, unless he has actually touched the ball with his foot.
5. *Off Side*.—A player is off his side when the ball has been kicked, or thrown, or knocked on, or is being run with by any one of his own side behind him.
6. A player entering a scrummage on the wrong side is OFF his side.
7. A player is OFF his side when a player on his own side has kicked the ball from behind him, and then run before him.
8. *On Side*.—A player is on his side when the ball has been kicked, thrown, or knocked on, or run with (five yards), or when it has touched the body of any player on the opposite side before him, *i. e.*, in advance of him.
9. A player being off his side is to consider himself as out of the game, and is not to touch the ball in any case whatever (either in or out of touch); or in any way to interrupt the play, and is, of course, incapable of holding the ball.
10. Knocking on, as distinguished from throwing on, is altogether disallowed, under any circumstances whatsoever. In case of this rule being broken, a catch from such a knock on shall be equivalent to a fair catch.

11. A catch from a throw on is not a *fair* catch.

12. If, however, the ball be hit by the arm, and not by the hand, the catch from such a knock on shall not be considered equivalent to a fair catch.

13. It is not lawful to take the ball off the ground, except in touch, for any purpose whatsoever.

14. It is not lawful to take up the ball when *rolling*, as distinguished from *bounding*.

15. In a scrummage succeeding a maul, it is not lawful to touch the ball with the hand, except in the event of a fair catch.

16. First of his side, is the player nearest the ball *on his side*.

17. Running in is allowed to any player on his side, provided he does not take the ball off the ground, or through touch.

18. *Running In*.—If, in case of a run in, the ball be held in a maul, it shall be lawful for a player on the same side to take it from the runner in, provided he has entered the maul behind the runner in.

19. No player out of a maul may be held, or pulled over, unless he is himself holding the ball.

20. Though it is lawful to hold any player in a maul, this holding does not include attempts to throttle or strangle, which are totally opposed to all the principles of the game.

21. That any player obtaining a ball in a maul, do put it down as soon as possible, when outside the twenty-five yard posts at either end.

22. No player may be hacked and held at the same time.

23. Hacking with the heel is unfair.

24. Hacking above or on the knee is unfair.

25. No one wearing projecting nails, iron plates, or gutta percha on the soles or heels of his boots or shoes, shall be allowed to play.

26. *Trial at Goal*.—A ball touched between the goal-posts may be brought up to either of them, but not between.

27. The ball, when punted, must be within, and when caught, without the line of goal.

28. The ball must be place-kicked, and not dropped; and if it touch two hands the try will be lost.

29. A goal may be dropped by any player, *on his side*, if the ball has not been touched down in goal.

30. It shall be a goal if the ball go over the bar (whether it touch or no), without having touched the dress or person of any player; but no player may stand on the goal-bar to interrupt it going over.

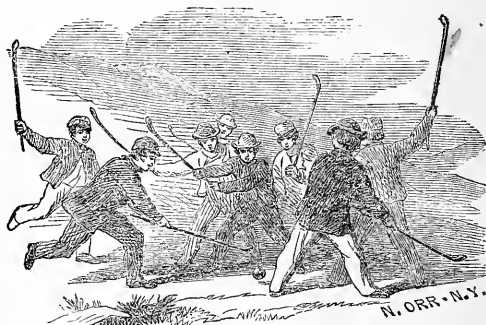
31. No goal may be kicked from touch.

32. *Touch*.—A ball in touch is dead; consequently the first player, on his side, must, in any case, touch it down, bring it to the edge of touch, and throw it straight out, but may take it himself if he can.

33. No player may stop the ball with any thing but his own person.

SHINNY.

THIS is called "Hockey" in England, "Shinty" in Scotland, and "Bandy," or "Hurley," in Ireland. It is played with a stout leather-covered ball, of the same size as that used for cricket, and sticks, shaped like a Golf-stick, but not so heavy at the turn. There are two sets of players, each of which have their own base. One on each side is selected as a "mounter." He



places the ball at his base, and "mounts" it by driving it as far as he can with a blow of his shinny-stick toward the opposite base. Those on his side strive to help it along; those on the opposite side, to beat it back. If it be sent "home" to the opposite side, it counts one to the mounter's party.



SHINNY STICK.

If it be driven back it counts one to the others. Every man must "shinny on his own side," that is, must drive the ball forward toward the opposite home. The party who drive it toward their opponent's home get the next mount.

RULES OF SHINNY.

1. The number of players at the medium game are eleven on a side—one mounter and ten shinniers. Short Shinny has seven on a side—Long Shinny, sixteen. The distance between the bases—the "home" of one party is the base of the other—is two hundred and twenty feet; and the distance between the stations, from the base to the first station, and from the last station to the home, is twenty feet. In Short and Long Shinny, the entire distance is shortened or lengthened in proportion to the players; and the distance between the stations may be altered by consent.

2. The play is for the best two in three games, or three in five. The number scored in a game is twenty-one. A ball sent home counts one. A ball returned to base by the opposite side, before it reaches the fifth station, counts one; before it reaches the ninth, two; and after it has passed the tenth, three. A ball sent home, in one blow, by the mounter, counts, in the short game, four; in the medium game, five; and in the long game, six. A ball returned home by being struck in the air, after having got by the mounter's blow past the sixth station, counts seven. All fouls count five against the party making them.

3. One on each side is placed at a station; and there is one baseman, who cannot advance to play beyond the first station from the base, and it is his duty to mount the ball and direct the game for his side.

4. Each player must "shinny on his own side;" that is, strike the ball in the right direction. If he do not, he may be told to; and should he refuse, it is counted against his side as a foul. Striking a player with a shinny-stick, if it show evidence of intention, is a foul. Tripping up an adverse player, placing the foot on the ball, kicking it, or snatching it up, is foul.

5. If the ball be shinnied or mounted so as to fall in an inaccessible place, the player first reaching it, and crying "Poods," has a right of placing it for a blow. For that purpose he must throw it to some spot in the line between the bases, not less than two nor more than twelve feet from his own person. If he do otherwise, it is a foul.

6. The markers, one from each side, with an umpire, are to be placed at a point equidistant from the bases, where they can command a view of the field; and here they count by tally. In case of their dispute, the umpire's decision is final.

7. The ball should be made of yarn, tightly wound upon an inch thickness of caoutchouc, covered with well-sewed calfskin, and be three inches in diameter. The length, weight, and form of the shinny-stick is optional with each player.

8. Ten feet in the rear of its own base, the bunting of each side should be displayed. To prevent confusion, and to render easier the duties of markers and umpire, each side should wear shirts and caps of the same colors as they display in their bunting.

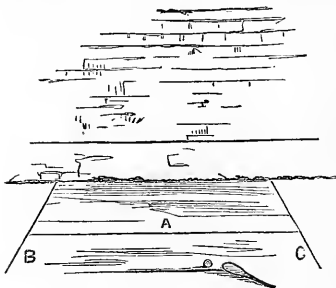
9. A ball once passing a home, or crossing its line, cannot be knocked back by the opposite party; but must be regularly mounted by the baseman, for the commencement of a new round.

10. At the beginning of each round, the shinniers must resume the stations allotted them at the commencement of the game, unless the basemen allow or order them to change for other stations.

Shinny is one of the best of ball-games, and should not be marred by any unnecessary roughness on the part of the players. Our young friends should remember that the absence of good-nature and fairness will spoil any game, however good it may be.

HAND-BALL, OR FIVES.

It is impossible to play at this excellent game unless there be a high wall, free from abutments, and a smooth dry ground before it. When this can be procured, a line is drawn on the wall, about 38 inches from the ground; another line is drawn on the ground, about ten feet from the wall, A; and two others are drawn on each side as boundaries, B C. The instruments used in the play are a ball of india-rubber and a racket-bat, that is, a bat having a parchment cover in its broadest part. It has a long handle, and an oval bowl, covered with wire. The ball is hard, rebounding, small, and



white. The game may be played by any number of persons, but is usually played by four boys, two on each side, who toss up for innings. The method of play is as follows: The game may be played either single-

handed or with partners.

When it is played with partners, the players toss up for innings. The first player takes the ball, and, making it rebound from the ground, strikes it against the wall with his bat *above the line on the wall*, and so that it may fall *without the line on the ground*. The other then strikes it, and the players continue to hit it against the wall, either before it comes to the ground or at the first bounce, until one of them missing it, or driving it out



of bounds, or beneath the wall-line, loses or goes out. Of course the ball may fall anywhere within the side boundaries, after being once struck up by the player who is in. The game is usually fifteen, but is sometimes extended to twenty-five. Fives was originally played with the hand, instead of a racket, and in the fourteenth century was called Hand-Tennis, in England, and in France, Palm Play. This game is most frequently played in this country with the hand, and is usually known here as Hand-Ball.

RACKETS.

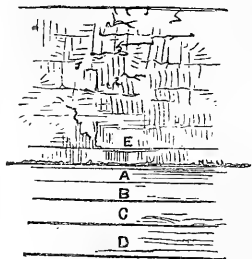


This game falls within a boy's province to play, and consequently within the province of a "Boy's Book" to describe. It is very like the play-ground game of fives; the employment of the racket, a kind of large battledore, consisting of a frame with a catgut or gutta percha netting strained within it, instead of parchent, constituting the chief difference. The racket ball is a very small white one, looking like a very well-made little tennis ball, such as all boys have played with and appreciated. The game is, strictly speaking, played in a space prepared for the purpose; the only real requisites, however, are a high wall and a sufficient area of level ground in front of the said wall, that the ball may rebound freely, and the players have sufficient scope for using their rackets. In former times, this and other similar ball-games were played with the open hand, the ball being struck up against the wall exactly as in the game of "fives." Then a glove was used, lined with tough leather, to deaden the blow of the ball on the hand. Then the players took to binding cords and tendons round their hands, to make the ball fly with greater force; and thus gradually the racket came to be made.



The way of playing the game is as follows:—Three feet and a half from the ground, at E, a white chalk line must be drawn along the wall against

which the ball is to be struck. Any stroke which sends the ball below this line does not count. Along the ground, in front of the wall, and parallel with the wall, four lines are drawn, forming Bases A, B, c, and D. The two former of these are called the *in-hand*, the two latter the *out-hand* bases. The players are either two or four in number; if four, two play in partnership, and either strikes as the ball comes nearest to him, a stroke from either player reckoning for or against his side. We will suppose two competitors on the racket ground. One of them has to guard Bases A and B, and is called the *in-hand* player; the other has Bases c and D, and is called the *out-hand* player.



Each stands in one of his own bases. The one on whom the lot falls to begin strikes the ball against the wall. We will suppose the *in-hand* player beginning the game. He must strike the ball so that, rebounding from the wall, it falls into one of the *out-hand* bases. If he fail to do this, if the ball strikes the wall below the chalked line, or falls into one of his own bases, or goes over the wall, his adversary counts *one*. If, on the other hand, the ball, rebounding from the wall, comes to the earth in an *out-hand* base, the *out-hand* player must strike it back against the wall at the rebound, in such a manner that it shall bound off into an *in-hand* base; and thus the players go on, each striking the ball in turn against the wall and into his adversary's ground, until one of them fails to strike it, or strikes it under the line, or over the wall, or into one of his own bases, when the other counts *one*. And so the game continues, until one player or one side has gained a certain number of notches, and is declared the winner. The number of notches to a game is usually fixed at fifteen. Some players practise *volleying*; that is, they strike the ball with the racket before it reaches the ground, without waiting for the rebound. This is perplexing to the adversary, as the ball comes into his ground before he expects it. But on various grounds the practice is objectionable.

TENNIS.

This famous game, which was once so fashionable in Europe, is scarcely ever played—nevertheless, we feel it to be our duty to allude to it, as some of our young readers may be curious to know why those hard white balls which they use for Rackets and other ball games, are called “Tennis balls.” Tennis is played with a racket, generally in a covered building called a Tennis court, but instead of striking the ball against a wall, it is struck over a central net, on each side of which the players stand. The rules and penalties of the game are very similar to those of “Rackets,” but are too elaborate to be here inserted.

GOLF.

Golf is played with a club and ball. The club is from three to four feet long, according to the height and length of arm of the player. It is curved and massive towards the end, to give strength and weight. This knob is formed for strength from some very tough wood, as beech, and as it curves and proceeds upwards, is planed off, so as to adapt itself to the handle,



to which it is partly glued and tightly corded down. A want of due attention to these particulars in the making of it will render the head liable to split and fly off, by either a very hard or indirect stroke. The face of the club is further secured by a piece of hard bone, and occasionally of ivory, at least half an inch thick. It is also loaded with from four to six ounces of lead, according to the will of the player. The handle is usually bound with cord, list, or velvet, at the pleasure of the owner. It is, however, to be remembered, that the form of the club, the materials of which it is made, and the numbers taken to the golfing ground, vary considerably, according to the circumstances and habits of the players, the attendant cad or caddie having usually many varieties, to suit every peculiarity under which the ball may be placed; for in many clubs it can never be touched by the hand until holed.

The Golf ball is about the size of an egg, and is made very hard. It is composed of stout leather, which, having been previously soaked in boiling water, allows of its being first very firmly sewed, and then turned inside out, leaving a small opening only, by which it is very forcibly stuffed with feathers.



The leather

being yet wet, it contracts into a ball of the dimensions stated, but never gets circular as that used in the game of cricket; it is afterwards painted over with several coats of white paint, in doing which, it is requisite that the lead used should be very pure and exceedingly well ground down, as well as that each coat laid on should be perfectly dry and hard before another is applied.

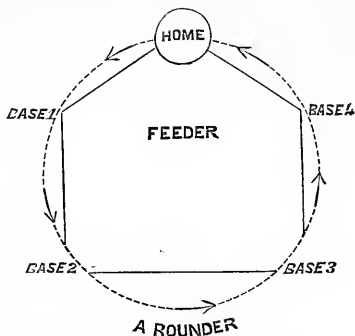
The game is played by two or more persons, so that there be an equal number on each side; but only two balls are used, one belonging to each party.

In regular matches, attendants, called "*caddies*," accompany the players with clubs of various sizes, shapes, and weights, called *pullers*. These are used when the balls lie near holes, and especial tact and skill are required to drive them into these holes; also, when the balls are in *hazards*, or positions of difficulty from the nature of the ground, and require to be raised or dealt with in a particular way. There are six kinds of clubs: the *common club*, used when the ball lies on the ground; the *scrape* and *half-scrape*, to extricate the ball from long grass; the *spoon*, to get the ball out of a hollow; the *heavy iron club*, to hit it out from among stones and mud; the *light iron club*, to knock the ball from shingly or sandy ground. The number of holes is not limited, but may be adapted to the peculiarities and capacity of the ground. A greater number than four may play; but where there are too many, confusion is likely to occur. At the beginning of each game, the ball is to be struck with all the force of the striker toward the first hole; afterward, when it gets near the hole, the strokes must be dealt judiciously and with tact, for now not strength, but accuracy, insures the victory. To insure a wider range for the ball at starting, it is struck not from the level ground, but from a slight elevation, made of earth or turf, and called a *tee*. When four players play a match—1 and 2 against 3 and 4—each party having a ball, the striking must be in this order: 1 plays, first striking off his own ball; then 3, the first player of the opposite side, strikes his; if he does not drive his ball as far as 1 did his, then 4, the partner of 3, strikes their ball to overtake, and, if possible, to pass that of their antagonists. This is called "one more;" and then 2 strikes his partner's ball, which is called playing "the like," or equal of the other side. Sometimes it may happen that two, three, or even four strokes must be played by one party to bring their ball to a level with the other: then the score will be one to two, one to three, or one to four, as the case may be. If the balls are nearly equal, the players strike alternately.

TOWN-BALL.

This is the game called "Rounders," in England, and is undoubtedly the origin of the popular game of Base-ball. It is played as follows: The players divide into two sides—about eight on each side is the best number. One side has first innings, and must assemble in the circle called "home," while the players on the *out* side are distributed over the ground to watch

for the ball, or "fag out," with the exception of one, who acts as feeder, and whose position is indicated in the diagram. The first player on the *in* side takes up a little hand-bat, and the feeder pitches the ball toward him. The batsman strikes at the ball. If he misses it, or tips it behind the home, or if it is caught off his bat by any of the scouts, he is out, and the next player takes his place. If he succeeds in hitting the ball he at once flings down his bat, and runs off toward base No. 1, while the outsiders try to pick up the ball, and hit him with it, before he can get to the shelter of the base. If he can manage it, he may run to the second,



or even the third base: and sometimes such a good hit is given to the ball, that he is enabled to run all round, from one base to another, and get home, before it is flung at him; and this feat is called a rounder, and counts one. However, suppose him only to have got to base No. 1, when the ball is thrown up, he must stay there until the feeder has it in his hands again to feed for the second player, who has now taken up the bat in the home. As soon as the feeder begins to feed, the player at any base may make a bolt for the next. The feeder knows this, and therefore sometimes makes a feint of throwing the ball to the batsman, while he really retains it in his hand, to have a shy at the incautious player, who leaves his ground; for when a base is once quitted, there is no returning thither. The player must run on to the next, and stand his chance of getting put out by the way.

Sometimes it will occur that there is a player at each base; but it is a rule that none may let a companion pass him. Thus, if A, the first player, has got to base 3, and B is at base 2, when C, the third player, starts from home, after hitting the ball, C may not pass B or A, but A, at every risk, must keep on running, so as to be ahead of B and C. The player who arrives safe home takes his position at the end of the line, and begins *de novo*, when his turn comes round. When all the players on one side, excepting two, have been put out, it is competent for the best player of the two, with his friend's leave, to demand *two fair balls for the rounder*. This arrangement is carried out in the following way: The less skilful player retiring altogether, the other stations himself in the "home," bat in hand, and the feeder begins feeding him. The batsman need not strike at any feed unless he likes, as he is to have two "fair" or favorable balls; but if he strikes at the ball, and misses, or does not send it far enough to warrant him in running, this counts as one of his two balls. At the second hit, he

must, *volens volens*, drop the bat, and start off at full speed; for his task is to accomplish a "rounder," and get home again, without being hit by the ball. If he accomplish this, his whole side goes in again; if he fails, they are out. When some of the players on one side are out, and the remainder in different bases, so that the home is left empty, if even for a moment, the feeder, or any scout who can get the ball, may run into the home with it, or pitch it in, and then the other side is out; but if the ball misses the home, it counts one against the side who throws it. The side that counts most in rounders wins the match.

BALL-STOCK.

Ball-Stock, or as it is rendered in English, Ball-Stick, is, as its name would indicate, a German game. In the method of playing, it is very similar to Town Ball. The players are divided into two parties, as nearly equal in

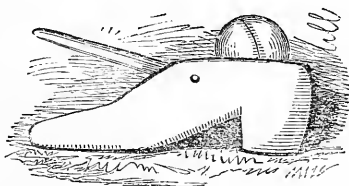


point of numbers and skill as possible. The bases are then marked out, as in the annexed figure, the principal ones being at A B, and C D, with the intermediate one at F; the distance is, of course, at the option of the players. They then toss up for innings, the in-party occupying the base, or home, A B, and the out-party stationing themselves in various parts of the ground, as in Town-Ball, or Cricket, reserving one boy as feeder, who should stand at 1, and another at 3,

to toss back the rejected balls and "tips." The feeder, it is almost unnecessary to say, should be an active, clever player, and particularly clever in catching, the success of the party mainly depending on him. Having arranged these preliminaries, the feeder commences by tossing the ball gently toward the striker, who stands at 2, making it fall as near the end of the bat as possible, so as to allow good scope for the hitter's aim. Should the latter, after having got a pitch to his satisfaction, succeed in striking a good blow, he makes the best of his way to the base, C D, taking care to touch at the "resting-base," E F. On the contrary, should the ball be only tipped, or struck but a short distance, or stopped by one of the lookers-out, he should run to the "resting-base," and remain there till another of his party be more fortunate, and then take his opportunity. It sometimes happens that half a dozen or more are detained at the "resting-base" at one time, all looking forward to a successful hit to relieve them; the runners must be cautious not to quit this base too hastily, for when they have once left they cannot return, but must proceed; if struck with the ball while running from one base to another, they are out, and must remain inactive spectators of the game till the rest are so too. In the same way, when at the lower base, C D, they must watch their opportunity to return to the home, where they again take their turns with the bat, in rotation, in the order in which they arrive. Thus the game continues till all of the in-party are either caught or struck out, or fail in hitting the ball, three offers being the number allowed, as in Town-Ball. It is necessary that a good player be

stationed at 4, that being, next to feeder, the most important post. Care should be taken to strike the ball as low as possible, to avoid giving "catchers." A looker-out should not throw at a boy running, unless he is sure of his mark, but should rather throw up the ball to the "feeder," or down to the one who stands at 4, as circumstances require, as they cannot fail to intercept the boy's arrival at the base where they are stationed.

TRAP, BAT, AND BALL.



In England, this game is considered to rank next to Cricket, but it is not played much in this country. The ball being much smaller than a cricket-ball, it is more difficult to catch; indeed, to stand before the balls of a good player requires great quickness of sight. The half-round bat is now seldom used, except by very young players; that in general use is flat, about one inch thick, and is called "spoon-shaped."

The trap is an instrument used to elevate the ball for the batsman. It is made in the form of a shoe, the heel part being hollowed out for the reception of the ball. (*See Illustration.*) In fixing it, it is best to sink the heel a little in the ground. The following are the laws of the game: Two boundaries are formed, equally placed, and at a great distance, on each side of the trap, between which it is necessary the ball should pass when struck by the batsman; if it fall outside either of them he is out. In playing the scientific game, besides the side boundaries, a line or tape should be stretched across the ground, several feet high, and twenty feet in front of the trap; over this line the batsman must send his ball or he is out; but this mode of playing is seldom adopted by juvenile players. The game is played by any number, either singly or by choosing sides. The innings are tossed up for, and the player, who is to commence, places the ball in the spoon of the trap, touches the trigger with the bat, and, as the ball hops from the trap, strikes it as far as he can. One of the other players endeavors to catch it; if he does so before it reaches the ground, or if the striker miss the ball when he aims at it, or hits the trigger more than twice without striking the ball, or makes "an offer" (the trigger to be touched but once), he is out, and

the next in order, which must previously be agreed on, takes his place. Should the ball be fairly struck, and not caught, as we have stated, the out-player, into whose hands it comes, bowls it, from the place where he picks it up, at the trap, which if he hit, the striker is out. If he miss it, the striker counts one toward the game, which may be any number decided on. There is also a practice in some places, when the bowler has sent in the ball, of the striker's guessing the number of bat's lengths it is from the trap; if he guess within the real number, he reckons that number toward his game; but if he guess more than there really are, he loses his innings. It is not necessary to make the game in one inning.

In playing, do not touch the trigger too forcibly, but sufficiently so as to rise the ball about a foot and a half from the trap, and catch it in your hand once or twice, instead of striking, before you call "play." This will enable you to judge better where you should stand, so as to strike the ball with greater force, and to observe in which direction you should send it, with the least chance of its being caught.

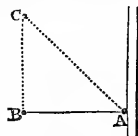
NINE-HOLES.

Dig near a wall nine holes, of about six inches in diameter, and three deep. Let each player have one of these, according to his number, which must be determined by lot. At about six yards from the holes draw a line, and from this, as a fielding-place, one player pitches the ball into one of the holes. The boy to whom this hole is assigned immediately runs to it, while all the other players run off in different directions. The player snatches the ball from the hole, and throws it at one of the "runners;" and if he hits him, the one so hit becomes "pitcher," and the one that struck him marks one. Should he not hit him, the player who throws the ball loses a point, and bowls. The player who misses his aim at throwing the ball at his partners a second time, becomes a "tenner." If he loses the third hit, he is a "fifteener;" if the fourth, he stands out, and can play no more. When all the players are thus out, the last player remaining in wins the game, and he can compel each of the losers to stand, with their hands open, against the wall, for him to throw at, and give what is called the "brandy ball." If the ball be a soft one, this conclusion of the game is all very well; but if a hard ball be used, it ought to be omitted, or the "brandy" may be too strong.

HAT-BALL.

The players put their hats or caps on the ground, close to the wall, in such a manner that a ball can be easily pitched into them. A line being marked on the ground, about fifteen feet from the wall, one of the players takes his station at it, and begins the game by throwing the ball into one of the caps. As soon as he does this all the boys run away, excepting he into whose cap the ball is thrown, who immediately runs to take it out, and endeavors to strike one of the fugitives by throwing the ball at him; if he

can do so, the one struck has a small stone, called "an egg," placed in his cap, and has to take his turn at pitching the ball. Should the thrower fail to hit one of the boys as they are running away, an "egg" is put into his cap, and he has to pitch the ball into the caps again. If a player fails to throw the ball into a cap, he earns an "egg," but continues throwing until he succeeds. When a player gets three "eggs" in his cap, he is out. When all the players but one have been struck out, he is considered the winner, and the punishment of the losers then commences; one of them standing near the wall bounces the ball at it with all his force, and next stands with his back to the wall, stretching out his right arm, and placing the back of his hand quite close to the wall, while the winner, standing where the ball fell, takes aim, and throws the ball at the said loser's hand three times; each of the losers likewise receives the same punishment from him. In some places it is usual, when one boy gets out, for him to bounce the ball against the wall, and all the other players, standing at the spot where the ball first touched the ground, to have their three balls at his back, as he stands with his face to the wall. Should the ball in rebounding swerve either to the right or left, a line must be drawn from the spot where it falls, to a place directly in a straight line from the boy at the wall; thus, suppose A is the boy who has just bounced the ball, which instead of going direct to B, has deviated from the straight line A B to C, a line should be drawn from C to B, and the winner should stand at the latter.



CATCH-BALL.

This is very simple play. The ball is thrown into the air by one player, the others standing round him. He calls out the name of the player for whom the ball is thrown. If it be caught by the player so called, before the ball reaches the ground twice, he scores a point; if any of the other players catch it, they score a point, and the other loses one.

RING-BALL.

This is a game which requires great skill to play properly. A short post is inserted in the ground, a large ring is fastened to the top of the post; the ring is placed upright, and turns upon a swivel, so that if any thing strikes against the sides of the ring, it turns round. This ring and post is a fixture. The players have then a large ball, made of light wood, and about six inches in diameter or eighteen inches round. The players either play in two parties, or else all against each other; a large circle is marked on the ground, having the ring for the centre, and the player that is first, goes in, holding the ball in his right hand, bowls or pitches it at the movable ring. If he is lucky enough to pitch it through the ring, he counts one; if not, one of the other party goes on, and tries his luck; but if the first is success-

ful, he goes on again and again, as long as the ball completely passes the ring, counting one each time. So, also, when the other party gets the ball, they go on as long as they can; and when there are several players, he who loses a ball is out of the game till all the others have had their turn. The parties play for a certain number, as thirty or fifty, and whoever gains that number first has the game. At opposite sides of the circle upon the ground, and which ought to be about five yards from the post, there are two marks made, one for each party, and it is from these marks that the ball must be pitched. The lower part of the ring should not be above three or four inches from the ground, and the size of the ring should be such that the ball can easily pass through it, but not with much space to spare, so that if the ball is six inches in diameter, six and a half will be quite enough for the ring. The difficulty in playing is this, that if the ball strikes the side of the ring, instead of passing through it, the ring will turn round, and then instead of presenting a flat face to the next player, he will perhaps have it sideways to him, when it will be almost impossible for him to pass it through. Sometimes the players agree to stand at any part of the circle they please, which makes the game much easier.

LAWN BILLIARDS.

This very pretty game is easily played, and will accommodate any number of players, from ten to twenty.

The apparatus consists, firstly, of a number of differently colored wooden balls; secondly, cues, in wooden handles about five feet long, with a ring at their extremity; thirdly, of an iron ring just large enough to permit the balls to pass through, and which revolves on a pivot.

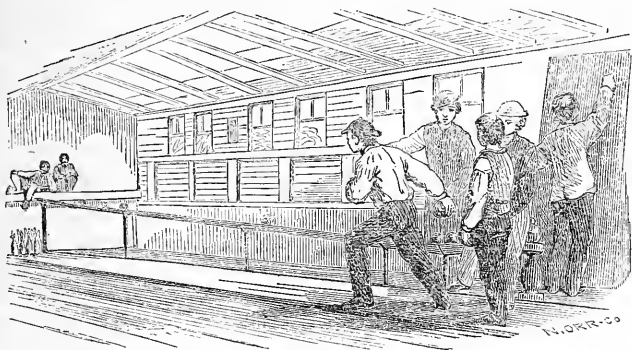
In playing the game, the sharp point of the ring is stuck into the ground, so as only to allow the ring to be visible. Care must be taken to ascertain that, when thus fixed, the ring can spin freely on the pivot. The players now withdraw to a spot about sixteen paces from the ring, and the first player pushes his ball with the cue, so as to make it pass through the ring. If he succeeds, he counts one towards his game, and gets another stroke. If he misses, he loses one, and the next player proceeds. When all have played at the ring, they are at liberty either to play at each other, or at the ring, and if they can "carom," *i. e.*, strike another player's ball and then pass through the ring, they count two. As the game proceeds it becomes very exciting, as the good player will often manage to drive his opponent into such a position that the edge only of the ring is presented to him; and whenever he

himself is in such a case, he will contrive to give his ball a peculiar twist that strikes the ring aside as it touches, and enables the ball to pass through. The game is thirty-one points.



TEN-PINS.

This game in England is played out of doors, on smooth turf, which is known as the bowling green. In this country it is played on long, smooth



platforms, called "alleys," at the end of which the pins are set up, on a frame, in a triangular arrangement, with the point of the triangle toward the player, as in the diagram.

At the end of the alley there is a padded cushion to diminish the force with which the ball is sent down the alley. Each player in the match game has three balls to roll. If by hitting the centre and foremost pin by a winding motion of the ball, he knocks down all of the pins, it is called a ten-strike, and he counts ten on the game, with two more balls to roll. The pins are set up again, and if he can do it twice more, he will get thirty; but this is rarely done. As many pins as he knocks down, however, in the three rolls are put to his count. Sometimes the whole ten pins are knocked down in two rolls, when the player has a "spare ball," and the pins are set up for his last ball, and whatever he knocks down is added to his former count. A bad player may roll his three balls down the alley, and not hit more than three or four, or it may be no pins.

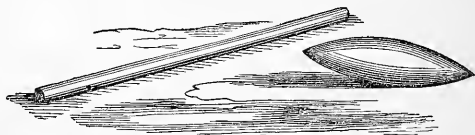


TIP CAT.

Tip Cat, although not strictly a Ball game, ought to be noticed here. It is a dangerous game, and should be played with great caution on the part of the players. It is a game well known in England, but is seldom played in this country. It is played with a club resembling a ruler. Its name is derived from a piece of wood called a "Cat," of about six inches in length, and an inch and a half or two inches in diameter, diminished from the middle to both the ends, being of the shape of a spindle or double cone; by this contri-

vance the places of trap and the ball are at once supplied, for when the cat is laid upon the ground, the player with his stick tips it at one end by a smart stroke, which causes it to rise in the air with a rotary motion, high enough for him to strike it as it falls, in the same manner as he would a ball.

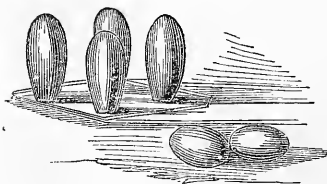
There are various methods of playing the game of Cat. The first is exceedingly simple, and consists in making a large ring upon the ground, in the middle of which the striker takes his station. His business is to beat



the Cat over the ring; if he fails in so doing he is out, and another player takes his place; if he is successful, he judges with his eye the distance the Cat is driven from the centre of the ring, and calls for a number at pleasure to be scored for the game; if the number demanded be found upon measurement to exceed the same number of lengths of the club, he is out—on the contrary, if it does not, he obtains his call.

The second method of playing Cat is to make four, six, or eight holes in the ground, in a circular direction, and as nearly as possible at equal distances from each other, and at every hole is placed a player with his club. One of the opposite party, who stands in the field, tosses the cat to the batsman who is nearest to him, and every time the bat is struck, the players are obliged to change their situations, and run once from one hole to another in succession. If the cat be driven to any very great distance, they continue to run in the same order, and claim a score of one toward the game every time they quit one hole and run to another. But if the cat be stopped by their opponents and thrown across between any two of the holes before the player who has quitted one of them can reach the other, he is out.

SKITTLES.

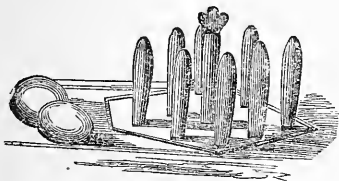


Skittles is played in a manner somewhat similar to ten-pins, but the number of pins is only four. These are very large, and are arranged on a square frame-work, so as to present one of the angles to the player. The bowl used for playing this game is of the shape of a cheese, and is usually made of lignum vitæ, as being very heavy and hard wood.

The game requires more bodily strength than ten-pins, as the bowl must be thrown upon the skittles, and not rolled up to them.

The best play is to throw the bowl with a round-handed swing of the arm, so as to strike the nearest skittle at the right of its upper third. The ball then springs to the second skittle, and from this generally twists to the third, while the fourth skittle is sent down by the roll of the one first struck. It is very difficult to make this throw successfully, and many players prefer driving down the first and third skittles with a straightforward shoot, and then making their second ball spring across from the second to the fourth. This latter stroke appears very difficult, but is soon learned; the great point being to throw the bowl high, so that it may drop as perpendicularly as possible on the left of the upper third of the second skittle. In the long run, the constant repetition of this practice will overbalance occasional brilliancy of play. The game is not played in this country, except in a few places.

DUTCH PINS.



This game is nothing more than a modification of ten-pins; the pins being lower, and the centre one bearing the name of king, and a crown upon its head. The great point in this game is to strike the king out of the board without knocking down any of the subjects. If this can be done, the game is

won. In all other cases the king counts for no more than any of his subjects. It will be observed that nine pins only are used.

BOWLS.

This is a thoroughly English game. Indeed, we do not remember ever having seen it played in America. However, it is capital sport, and one that will tend to develop the muscles. We therefore give it as a novelty to American boys.

In former days kings of England did not disdain to play at bowls; and in the improvements made by bluff King Harry VIII., at the palace at Whitehall, "divers fair tennice-courts and bowling alleys" are particularly mentioned. The game has been traced back to the thirteenth century, to the times of King John and Henry III.; how long before those days it existed, there are no means of ascertaining.

Songs and poems, too, were written and recited in praise of bowling. here is a piece of one, as a specimen :

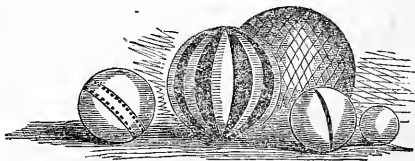
"Perferment, like a game at boules,
To feede our hope hath divers play;
Heere quick it runns, there soft it rouses;
The betters make and shew the way
On upper ground : so great allies
Doe many cast on their desire;

Some are thrust, and forc'd to rise,
When those are stopt that would aspire.

* * * * *

"Some get by *knocks*, and so advance
Their fortune by a boisterous aime:
And some, who have the sweetest chance,
Their en'mies *hit*, and win the game.
The fairest *casts* are those that owe
No thanks to fortune's giddy sway;
Such honest men good *bowlers* are,
Whose own true *bias cuts* the way "

Bowling-greens are simply perfectly level tracts of smooth turf; but a very good game may be played on a selected spot on a common or field where the grass is short, and the ground tolerably level. A small bowl, perfectly round, and called the *jack*, is placed on the ground. The bowlers, each armed with two balls, which are numbered, to distinguish them from each other, take up their positions at a certain distance from the jack, and each in turn bowls toward it, he whose ball comes nearest counting *one*. When there are more than two players, sides are formed; the balls being played alternately, and the side one of whose balls comes nearest counting one point. The number of points which must be made to win the game varies, but is generally fixed at twenty. When only two play, they may stand side by side to deliver their bowls; when there are several on a side, the usual plan is to bowl from opposite ends of the green, the jack being placed in the middle. The balls for bowling are not exactly spherical, but are flattened slightly at two ends, making the ball a spheroid, like the earth. If, after both sides have delivered their balls, two of one side are nearer than any balls of the other side, the side whose balls are nearest to the jack counts *two*: if more balls are nearer than any of their opponents', they count a higher number in proportion. The art in bowling consists in knocking away the opponents' balls from their position near the jack, or in carrying off the jack itself from among the opponents' balls, and in bowling nearer than any other without disturbing ball or jack.



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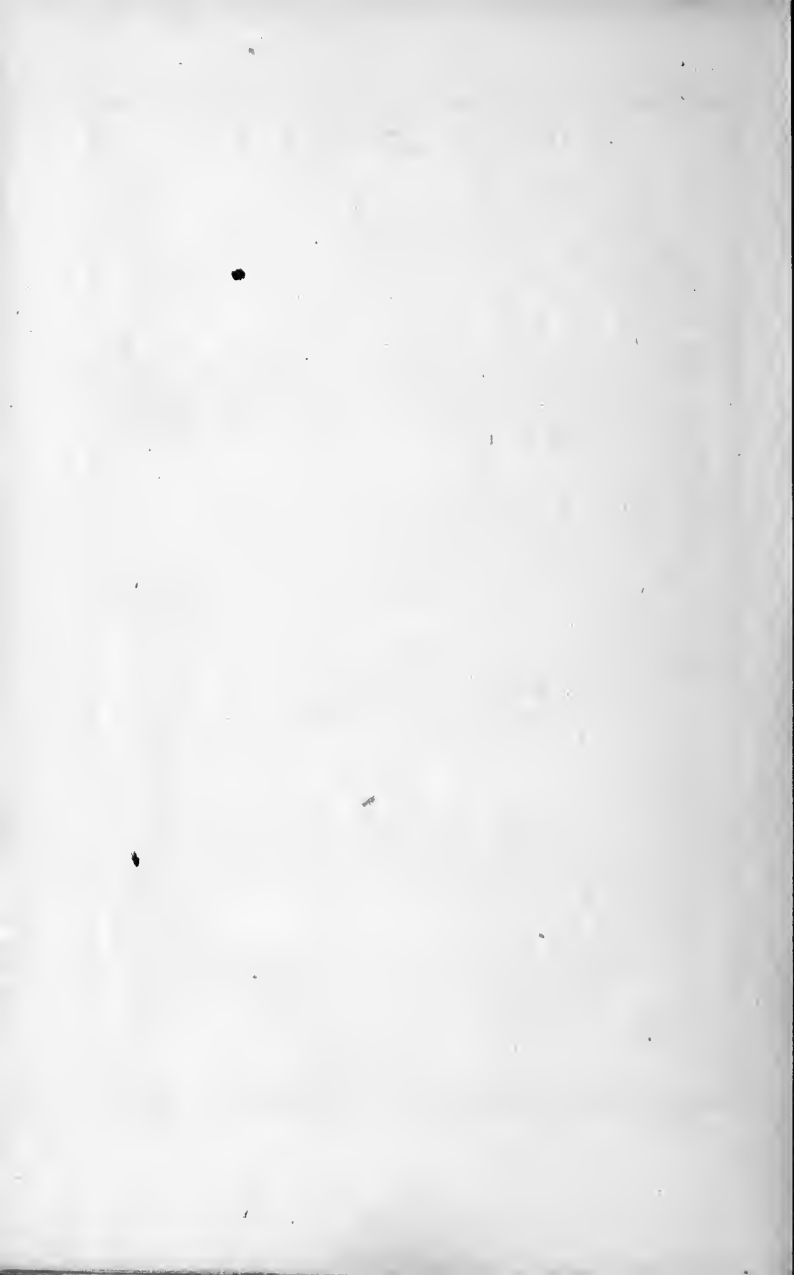
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